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20 PD PROGRAMS REVIEWED

COMMODORE FORMAT

The best value 64 mag money can buy!

ISSUE 40 ● £2.95 ● JANUARY 1994

PLUS

2 FULL GAMES

JOCKY WILSON'S COMPENDIUM OF DARTS and IO

AND 1 FULL UTILITY

2 TAPES IN 1

INTO THE FUTURE

What the coming year holds for you and your C64! Read our special feature inside.

SIDE 2
40 tape
future
SIDE 1
40 tape
future
1993
1994
C= 64

Libra: You will discover that the tape is missing from the front of your new issue of CF. Speak to the newsie now. Lucky colour: puce.

Tape to disk SMART!
Turn to p.8.

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PLUS REVIEW OF THE YEAR ● MAYHEM TIPPED ● LETHAL WEAPON REVIEWED

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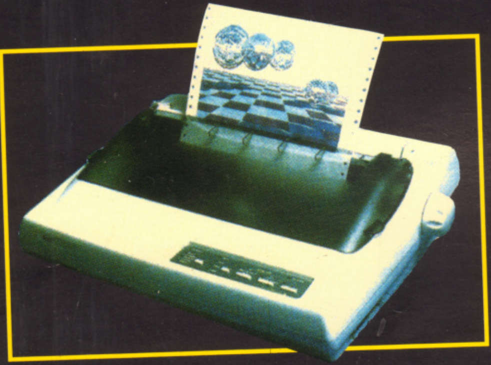

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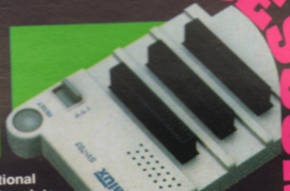

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ARVI b

CONT

CF's Festive Fruties

HUTCH
EDITOR
The one thing the team of Commodore Format knows how to do well is party. The thing we're pretty bad at is the morning after. Hutch, for instance, was only found on the 3rd of January when the pub re-opened. In fact, the last thing he remembered was falling asleep at 2 o'clock in the morning of the 1st, and slept straight through the knees-up we held around the piano at about 4.

OLLIE
ART EDITOR
Though he had a great time on New Year's Eve, Ollie didn't exactly see much of New Year's Day either. What he did see when he finally rolled out of bed at 2pm was just a small chemist's worth of tablets obscured by several large greyish blotches floating around in front of him…

LISA KELLETT
ART ASSISTANT
Lisa didn't let the night-before blues get her down – as soon as 9 o'clock came she was rushing around the local chain stores taking advantage of both the amazingly low prices and the biddies who couldn't move as fast as she could. "It's not my fault if they can't hold on to their bargains before they've paid for them" she defended. We know the truth.

SIMON FORRESTER
STAFF WRITER
Like most people, Simon didn't see much of New Year's Day either. The only problem was that he didn't exactly last for much of New Year's Eve, either (he really is such a pathetic wimp of a guy). *(Agreed! - Hutch).*

12 INTO THE FUTURE

Want to know what's happening in the coming year? Turn to page 12 for the full details on what we're planning, and what you should be getting up to as well.

16 NEWS

Termites ate my grandmother, Elvis alive, well, and working at Future Publishing, and loads more besides.

WIN! WIN! WIN! WIN!

17 SF2 COMPO

You can always tell a true gaming fan by the merchandising they wear, so don't get left behind – be one of only 50 people in the UK to own an exlusive set of SF2 badges!

WIN! WIN! WIN!

18 FES2 REPORT

Were you there? Hutch was, and he's decided to reveal all to the rest of us who missed out on the biggest computer event this century.

20 YOU CAN 6502 TOO

Simon takes a look at a book that could have you writing top games in no time at all…

21 THE MIGHTY BRAIN

If you've got a question, if no-one else can help, and if you could stand being patronized to that degree, maybe you could write to The M Brain.

25 BETTER BY DESIGN

Still looking like a pair of convicts in their photos, the Apex boys take you further into the deep dark mysteries of a winning game design.

GAME REVIEWS

60 CITY BOMBER

Take a sneak preview at an up and coming new game courtesy of your friendly neighbourhood CF.

61 TREASURE ISLE

Hutch is stranded on a treasure island. Oh. Tragedy. Anyway, what was that about cricket?

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on a small beach. Ov
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nd can be seen.
 interest.
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61

62 CRICKET

Some people object to international sports on apartheid grounds. Simon just objects to it because it's dull.

64 LETHAL WEAPON

It's back on budget. Is is good? Is it bad? Does anyone really care? And why don't they look anything like they do in the film? Why doesn't the game follow the film at all?

62

26 MR PLEXOR

Sprites are really great things, you know. You can draw 'em, move 'em, and even build games out of them with the kind help of Mr Plexor (darned silly name if you ask me – surely Smith or Jones or something would be much more appropriate).

29 TECHIE TIPS

Assemblers assemble, compilers compile, loaders load, and printers print. If yours don't, you better get yourself along to page 29 in a hurry. Failing that, a hefty thump always seems to do the trick, but it's not very professional, is it?

32 DR FINCH'S CASEBOOK

You could look away and cough, but it probably wouldn't do your C64 a whole lot of good. Dr Finch's Casebook, however, will (and he probably wears a slightly more fashionable tie, as well).

GA

Hold on
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33 GA
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34 SA
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ENTS

GAMEBUSTERS

Hold onto your hats because Britain's number one tipster is back with cheats, hints, tips, listings and that little loving that no-one else can offer. Andy Roberts *is* the king of the tipsters.

33 GAMEBUSTERS This month sees a Gamebusters intro page dedicated solely to Mayhem In Monsterland.

34 SAD JELLYLAND
Mainly because of the advanced level guides starting this month.

38 SUBURBAN COMMANDO
And after a short interval for the final part to our solution of the Hulk Hogan platformer,

40 THE GAUNTLET
We start a new section in which we throw down the gaunlet to you, the readers.

41 HAPPY JELLYLAND
But we can't keep away from Jellyland for too long.

40 SOS: DIZZY
The egg is cracked (I wish).

41 LISTOMANIA
You're stuck on 'em, we list 'em.

46 AFTER THE BEEP

Continuing with the office theme, Simon takes a look at a slightly more novel way to use your C64, get loads of free software, meet new people, and make contacts all over the world – modems.

47 OVER THE EDGE

Are you getting bored of having your trusty C64 slagged off by console owners? Take a look at the real reason the 8-bits are still around, and why so many console games are so dire.

48 PD FORMAT

What with the lorry loads of disks arriving at the office every day, Simon thought it was about time to start wading his way through and see what's available on the PD scene at the mo.

50 UNCLE DAVE'S BUYARAMA

Dave thought he could escape – he was wrong. Witness the results of chaining someone to a desk and making them type out small ads for a week.

52 MAIL ORDER

Ever wanted to be let loose in a computer shop for half an hour with a shopping trolley? This is the magazine equivalent – some seriously tastey games at very palleteable prices.

54 THAT WAS THE YEAR

It's time to get all soppy and look back lovingly on the last year of constant commodore action.

56 MICRODRIVES

Bored of tapes? Maybe even discs are too slow. If so, you might be interested in the latest in a long line of storage devces – the Quick Data Drive.

59 CHARTS

Get the latest on what's hot and what's not.

60 CITY BOMBER

Take a sneak preview at an up and coming new game courtesy of your friendly neighbourhood CF.

61 TREASURE ISLE

Hutch is stranded on a treasure island. Oh. Tragedy. Anyway, what was that about cricket?

64 LETHAL WEAPON

It's back on budget. Is it good? Is it bad? Does anyone really care?

62 CRICKET

Some people object to international sports on apartheid grounds. Simon just objects to it because it's dull.

66 NEXT MONTH

This partying lark really takes it out of you, you know – issue 41 will probably be the special CF 'Would you mind not talking so loud?' issue (assuming we all make it into the office).

Yet again we bring you a host of brilliant games all packed on to one discreet tape. No one ever need know you're using it.

COMMODORE FORMAT
2 FULL GAMES
JOCKY WILSON'S COMPENDIUM OF DARTS
IO
POWER PACK
2 FULL UTILITIES
MONSTER MASH EDITOR
InterWord
BOTH GAMES APPEAR COURTESY OF ZEPELLIN SOFTWARE

POWER PACK PAGES

JOCKEY WILSON'S DARTS

It is often said that darts is a game of incredible skill. Other people may reply that this is complete tosh. Decide for yourself in our one-part epic game of darts.

JOCKY WILSON'S DARTS CHALLENGE

IO

The alien forces are probably friendly, but don't let that bother you – just waste 'em all as soon as you possibly can with the invaluable aid of your un-fleet.

Zeppelin Games
IO

INTERWORD

Now you can write to CF in ultimate style, with a computer printed letter (or even one on a disc). Failing that, you could write a book, a magazine, or a hit film. It's a word processor, you see…

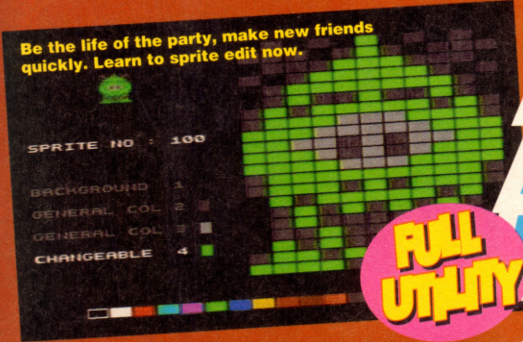
POWER PACK 40

COMMODORE FORMAT
2 FULL GAMES
JOCKY WILSON'S COMPENDIUM OF DARTS
IO
POWER PACK
2 FULL UTILITIES
MONSTER MASH EDITOR
InterWord
BOTH GAMES APPEAR COURTESY OF ZEPELLIN SOFTWARE

Okay, listen up, and listen good. These are the tape pages, so get that tape into the datacorder and start reading. When you reach the end of side two, stop.

MONSTER MASH EDITOR

FULL UTILITY



Be the life of the party, make new friends quickly. Learn to sprite edit now.

If you bought ish 39 and you can remember that far back (it was 2.5 million seconds ago, after all) you'll remember that we didn't have room on the covertape to give you the Monster Mash Editor – we promised you faithfully it'd be on this month's tape instead, and indeed it is!

All you have to do, then, is dig out ish 39 (turn to page 53 to order the back issue) from under your bed, and you'll have full instructions on how to use this amazing games writing utility. If you're still stuck, fear not, as we'll be covering its various uses and abuses in even greater detail in the months to come with the 'Secret Of *SEUCKcess* feature. Jon Wells will be introducing other programming aids over the coming months.

QUICKSTART INFO

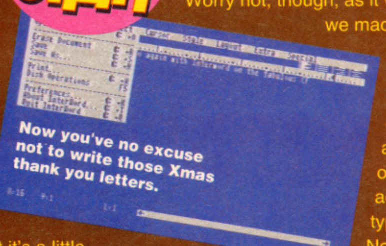
You'll have to follow the SEUCKcess features to get the most out of this program (it resumes next month). In the meantime experiment with it by choosing the Test option.

The sprite function basically operates like an art program. You can choose a palette of colours and use these to create funky looking sprites. Read Paul Black's feature on page 26, for info on how to create more than the standard eight sprites. We'll also be running beginners assembly code features in the new year, so fear not all you novices.

InterWord

FULL UTILITY

"Oh ick," said Simon as he sat down at his desk and realized that the arduous task of explaining how to use the word processor lay ahead of him.



Now you've no excuse not to write those Xmas thank you letters.

Let's get one thing straight right from the start – Interword is complicated. It's not so complicated that you won't get the hang of it, but it's a little too complex to explain entirely on these pages.

The problem is, you see, that it has a fairly large manual, with fairly small lettering inside, making for a whole lot of information that couldn't fit here. This means that I'll have to try and squeeze as much on as I can, and you'll have to a bit of exploration on your own.

Worry not, though, as it won't be all that difficult – we made sure we got a good WP package.

The basic idea is that you have two modes of input – a keyboard and a joystick. The keyboard, oddly enough, is for the actual typing bit. So let's type a small paragraph. Now we come to the joystick, so waggle it a bit. You'll find that there's a pointer moving about on your screen – that's right, this is a sort of WIMP thing. At the top of the screen, you'll find a bar containing several menus;

Project – This menu contains operations that deal with whole documents, such as save, load, delete, print, etc.

Editing – This one deals with all editing functions, such as cutting, copying, pasting, and stuff like that.

Select – This is a little menu to help you select text, with loads of slightly advanced features like selecting word, line, from start of block, etc.

Cursor – Dead simple; this one just lets you move your cursor around at high speeds.

Style – Underlining ahoy!

Layout – Define how pages look on paper.

Extra – This menus allows you to find and replace or judge how easy text is to read.

Special – Deals with colours, and other bits.

INTERWORD FEATURE

Due to the fact that we didn't know we were getting this program until two days before press, there wasn't time to write a feature So starting next month we're going to be running a series of features on getting the most out of this great word processing package. Watch out for issue 41.

FULL GAME

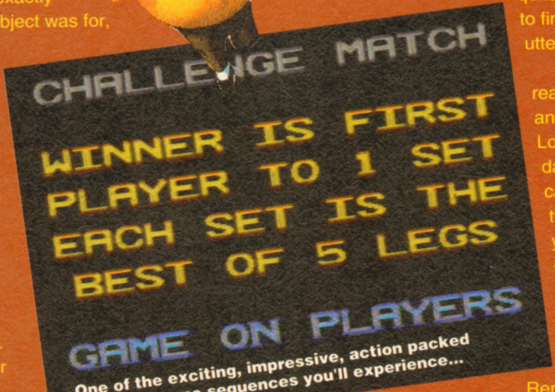
JOCKY WILSON'S COMPENDIUM OF DARTS

That's right – Commodore Format are offering you the once in a lifetime chance to become a dangerously overweight 'sportsman'. Fun.

Darts. How big is this page again? You play darts. Can I go home now? You stand around throwing these darts at a board, and occasionally you'll win. Sometimes you'll lose, though, so try and win. Yes.

Finally, it was finished. The four mile high monolith of the race of Newkhay was complete, and erected in space. For centuries it stood, with many wondering exactly what the huge round object was for, and how it got there in the first place. Gradually, the Newkhays died out, as all races do, leaving the Monolith of Daht to float aimlessly in space, causing havoc and causing misunderstandings about the universe for every other race. Odd.

Let's take Earth for instance; it's a planet populated by free-thinking humans who, with the aid of telescopes and what have you, examine the world they live in and the universe their world lives in with unending curiosity. This isn't a recent thing, either – since the early times of man, nations have stood in wonder under eclipses, finally realizing that the moon revolved around them, and they in turn revolved around the sun, which just happened to revolving in a galaxy. It's really quite a shame, then, to find out they were utterly wrong.



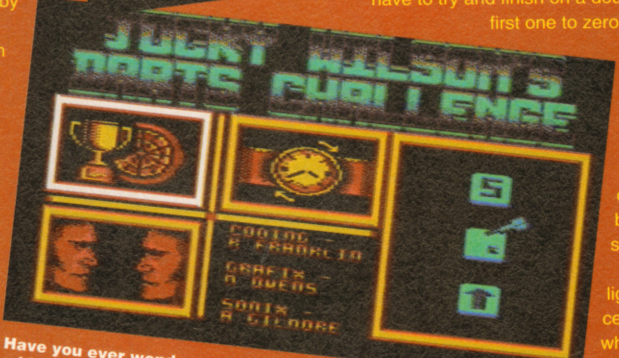
CHALLENGE MATCH

WINNER IS FIRST
PLAYER TO 1 SET
EACH SET IS THE
BEST OF 5 LEGS

GAME ON PLAYERS

One of the exciting, impressive, action packed between-game sequences you'll experience...

Oh God, this really isn't going anywhere, is it? Look – it's just a darts game. You can have up to two players, and you have to throw darts at the board by steering the rather wobbly hand and pressing fire. Remember that you have to try and finish on a double, and the first one to zero wins.



JOCKY WILSON'S
DARTS CHALLENGE

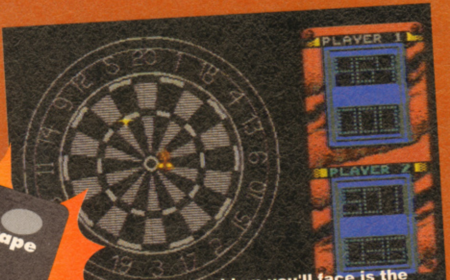
CODING - A FRANKLIN
GRAFIX - A OWENS
SONIX - A GILMORE

Have you ever wondered why people actually play such a patently odd game in the first place?

Apart from that, there really isn't much I can say, as darts is just, well, darts. Let's get back to our story, then.

Imagine a lightbulb in the ceiling. Now what would happen if I were to take a huge round disc and hold it halfway between you and that bulb? Eclipse, that's what. Remember that dartboard?

Well this wasn't the only little universe-explaining phenomena that happened to be caused by this giant sized disc of entertainment, and so in 2067 the forces of Earth elected to destroy the board to clarify scientific research. After much debate as to the archeological value of the disc and whether it should be destroyed in the first place, a troop off ships took of with a totally new kind of missile



The main problem you'll face is the fact that your throwing arm is

WE WANT YOUR SOFTWARE

If you've got some software, be it a game or a utility, we'd like to hear from you. We pay up to £50 for good programs that are suitable for publication in Commodore Format. If you'd like us to evaluate your work, send it to Simon Forrester, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please sign a disclaimer declaring that the program is entirely your own work.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as admire it, then you get hold of this months Powerpack on disk. Simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order , made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to:

CF 40 Tape To Disk
Ablex Audio Video Ltd.
Harcourt Halesfield 14
Telford
Shrops. TF7 4QD.

CF VITAL STATISTIX

GAME............JOCKY WILSON'S DART
PUBLISHER......................AUDIOGENIC
GENRE ....ERMM, DARTS
OTHER INFO...RIGHT, TERRY, IF YOU'D LIKE TO STEP UP TO THE OCKEY, YOU'VE GOT 80 TO SCORE. TAKE YOUR TIME...

NO LOAD ZONE

If you're having a hard time loading this month's powerpack then plonk the duff tape in a jiffy bag, slip in an SAE, seal it up and send it to: CF 40
Tape
Replacement,
Ablex Audio
Video Ltd.,
Harcourt
Halesfield 14,
Telford,
Shropshire.
TF7 4QD.

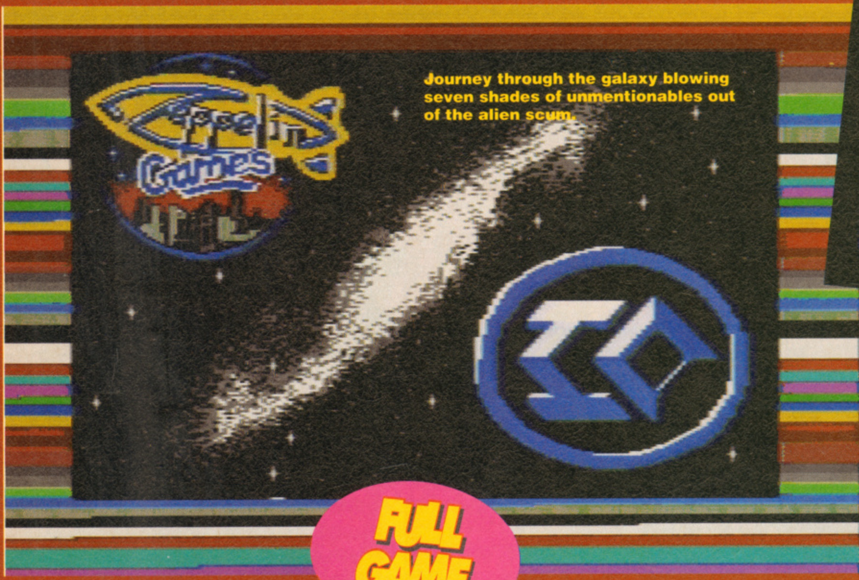
SIDE 2
CF
POWERPACK
tape

QUICKSTART INFO

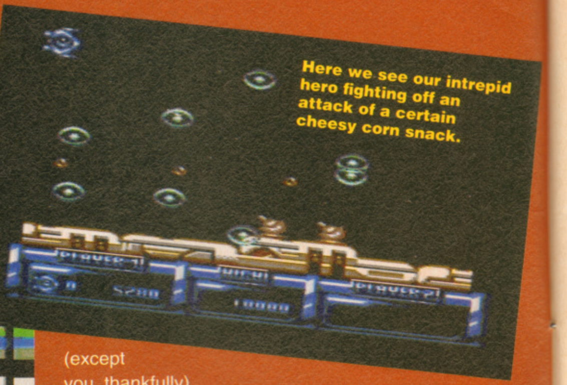
Side One • Tape Count 000 • Joystick port 2

UP	Up.
DOWN	Err, down, really.
LEFT	Hmm, let me see now...
RIGHT	Is this a windup?
FIRE	Throw a dart.

Other Info........Press FIRE to start.



Journey through the galaxy blowing seven shades of unmentionables out of the alien scum.



Here we see our intrepid hero fighting off an attack of a certain cheesy corn snack.

FULL GAME

IO

As the leaders of any advanced planet will tell you, first contact with an alien race is a breathtaking moment. What happens when they're hostile though?

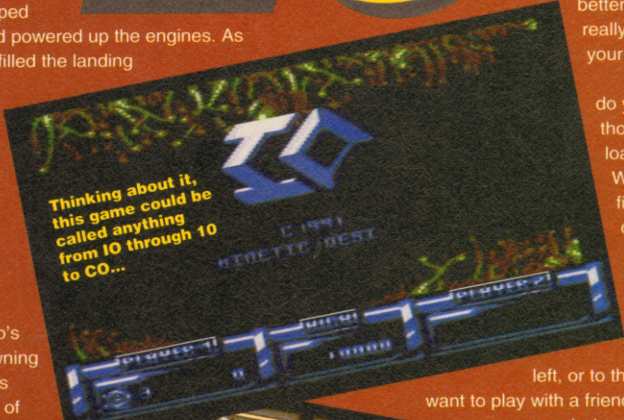
With one swift movement, Space Pilot Derek jumped into his ship and powered up the engines. As the low rumble filled the landing bay, Derek could just make out the figures of the captain, who's voice he was hearing clearly over the intercom, and Grizmella, his doting wife, who's sobs were drowning out the captain's voice in a fizzle of wet electronics.

As the manoeuvring thrusters kicked in, Derek's expression turned from that of a cool, steely super hero into that of a slightly deranged madman who's just stubbed his toe, banged his funny bone, and you know how you sometimes catch your leg on the side of a table? "Yeeeeeeeeeeaahaaay!" came the scream, as our brave bald-headed mass murder specialist took to the skies, ready to face his most daunting challenge yet – the Amanmuhstad invasion fleet at their most deadliest (which, believe me, is very deadly indeed).

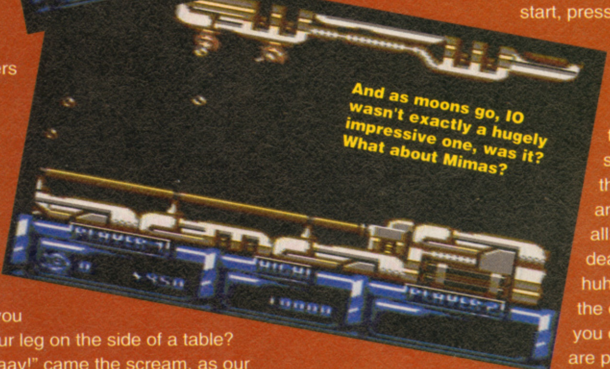
I think we've established a plot here – you're flying in one direction, and the aliens are flying in the other. These aliens really want to kill you, and so you'd better kill them, really – that's what your gun's for.

How the hell do you play it, though? Firstly, load it on up. When that bit's finished, you'll come to a title screen. To select a one player game, move your joystick to the left, or to the right if you want to play with a friend (ooer). To start, press fire on your joystick.

So we're off, then. See that little ship? Well, if that hits anything at all, you're dead. Bummer, huh? In fact, the only thing you can pick up are power ups. These power ups are in fact smart bombs, and when you pick them up, everything on the screen will be utterly destroyed (except you, thankfully).



Thinking about it, this game could be called anything from IO through 10 to CO...



And as moons go, IO wasn't exactly a hugely impressive one, was it? What about Mimas?

If you're an extra armour kind of guy, you'll want to shoot the smart bomb four times, revealing (surprisingly enough) some extra armour, which you'll have to collect. As well as armoury, these bonuses contain extra weapon systems which can be used in your fight on the later levels.

Once two weapons have been collected, any further objects you pick up become orbs, which have very much the same effect, but just increase the fire-power and armour as opposed to changing it. Up to two orbs can be carried, and any others collected just turn into bonus points.

A direct hit to your ship will make you lose an orb, and when you're orbed out and get hit, it's kaboom time. Fear not, though, as you will gain an extra ship after 20,000 points, and every 50,000 points after that.

```
...(sltfdp!)... INTERUPTION PROCEDURE TWO –
TYPESETTING CONSOLE SEVEN RECEIVING
PRIORITY ONE DOWNLOAD – TRANSMISSION IN
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hlp... dam... lzing pwr...
TRANSMISSION INTERUPT.
TYPESETTING CONSOLE 7 OUT.
```

CF

QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

UP	Fly up.
DOWN	Fly down.
LEFT	Slow down.
RIGHT	Speed up.
FIRE	Fire (sorry).

Other Info........Fire also starts the game.

CF VITAL STATISTIX

GAME ....IO
PUBLISHER.......................AUDIOGENIC
GENRE ....SHOOT-'EM-UP
DIFFICULTY ....MEDIUM
OTHER INFO ....GLIFF IS A SCOTTISH WORD MEANING A FRIGHT OR SCARE

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(The "Sceptre Of Baghdad" artwork was drawn by Alf Yngve and coloured by Jon Wells).

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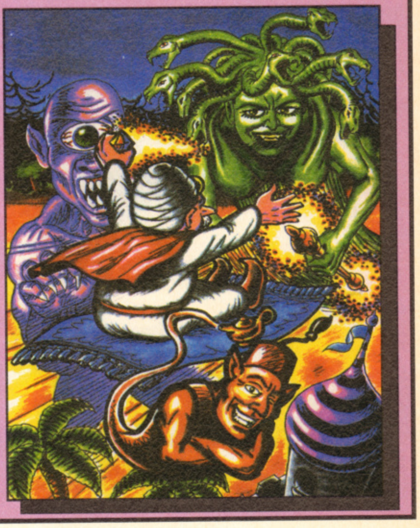

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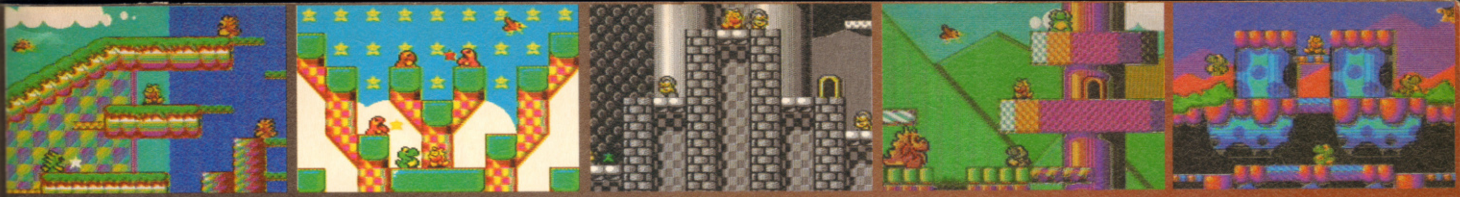

From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

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COMING ON STRONG

There might be technically superior machines out there. The software market may have gone underground. It may not be terribly fashionable. But the C64 has got staying power like no other. Just to prove it, here's what the year holds in store for the world's very best home computer...

LET'S BEGIN

And then, suddenly, the C64 owners realized it was time to bite back, and breath a bit of life back into their scene.

You may be at school, in a pub, or even just hanging around with your friends, but someone, somewhere, sometime is going to tell you that your C64 is a crap and dying machine. To a console owner, the whole idea of a machine and software base with longevity is almost totally alien – every time you buy an 'entertainment system', you can almost guarantee it's about to be replaced by a superior model.

If you've been using your C64 for any real length of time, you'll know what a lasting computer means – the loyalty surrounding this wondrous little machine of ours is stronger than you think. Unfortunately, the commercial market is dropping off quite steadily – nothing will stop a software manufacturer switching its attentions to a more profitable format, and no-one should blame them for trying to make a living (and hopefully a profit) in the best way they know how.

The industry surrounding the C64 isn't all dead, though – there're still plenty of people out there with a love for the machine strong enough to compel them to write bigger and better games, pushing the machine through the barriers others assumed were holding it back.

In these three pages, then, we're going to see exactly where this machine is going, and what we can expect to see in the coming year. No-one's saying you shouldn't run out and buy a console machine though, and if you feel like checking out Over The Edge this month, you'll see that it might be a pretty wise idea to hold on to your trusty C64 for a while yet.

Of course, we can't really sit around telling you all this without just a little bit of backup, can we? Right then; stand by for a rather optimistic little breeze through the not-too-distant future of that beloved machine of yours.

BIG SOFTIES

It's all very well us sitting here and telling you how your machine isn't dead, but our plans don't really come into this – we're not producing the software. Let's see what everyone else has to say for themselves, then:

First up, then, are Codemasters, and though they're not really developing anything else for the C64, are still ensuring that their available titles can still be found in your local computer shop, but if you have any difficulties, they've got a phone number for you to ring to order them directly, 0926 814132, so you too can "relive the haydays of the C64" in Richard Eddy's own words.

Should we romp on through the rest? Do you really want to hear it anyway? To be honest you see, most of the replies are similar to that of the Codies – while everyone's willing to sell off old stock (admittedly at quite wonderful prices), nobody wants to commit themselves to the development of anything new.

WHY?

Well, it's all pretty obvious, really – one of our interviewed softies explained it quite succinctly:

"At the end of the day, we're a business, and whatever we do has to make money – we couldn't support the C64 if it made a loss, as that's our salaries when it comes down to it."

And it is very unfair to expect anyone to give money away by pouring it into a machine that really isn't going to make as much money as other formats – everybody has to eat.

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See that? That's you lot, that is – imagine what'd happen if you each decided to start something up... And you think this machine is dying?

SO WE'RE DOOMED, THEN?

Well not necessarily – there's still tonnes you can do. You see, this isn't a lost cause of a computer, it's just suffering the fate of all the early 8-bits, being that the software industry does tend to lose interest when consoles and more powerful machines come onto the market. The big question is 'What were the big software houses before they were big?' and if you're wondering why it's so important, it's because the answer is 'Little software houses'. Are you getting the point yet?

> The loyalty surrounding this wondrous little machine of ours is stronger than you think

NO, FRANKLY

Well let me spell it out very clearly. D. O. S. O. M. E. T. H. I. N. G. Okay? So instead of us going through and taking a look at what the software industry has got to offer you, we're going to take a look at what you're going to offer your potential audience (maybe we really ought to start thinking like that).

If you haven't got anything to offer, keep reading, and we'll be willing to bet you that you've got a lot more than you realized.

SO WHAT CAN YOU DO?

This industry isn't just about commercial giants and slightly less-well established companies, though – let's take a look at what else we can find...

As we've seen here, there is still a lot of support about for the C64 and its users. Unfortunately, though, there is still a heavy withdrawal from the C64 software market on the part of the computer industry; its attentions are shifting almost totally to consoles and 16-bit home computers. Does this mean this is the end?

A straight answer would have to be 'no'. You see, it takes a lot more than a few software houses to keep a machine alive, and subsequently it takes a lot more than the lack of software houses to kill it. You see, as the major softies pull out of the C64 market, gaps are opening up – Mayhem, though viable as a commercial release, probably wouldn't have succeeded all that well, as it would have had to compete for attention with major software houses such as US Gold, Ocean, Codemasters and the like, and so wouldn't have received the coverage it should have. Nowadays, though, this is not the case, as when coding teams like the Rowlands (now named Digital Graffiti) stepped forward with Mayhem, there was a substantial gap in the C64 market for them to fill with a full price and high quality release.

So what happens when this kind of thing spreads? Well, you'll end up with much more than just a computer and a game...

FANZINES

The odds are that each month you buy yourself a copy of *Commodore Format*. Maybe you've sometimes wondered why there aren't more mags to choose from. The answer is simple – there are.

The problem with a computer which has lasted a few years is that the media begins to lose interestin the things. If you look along the shelves of your local newsagent, you'll notice a huge number of mags dedicated to Sega systems, Nintendo machines, or just consoles in general. When you get to a computer with a history though (and admittedly a declining user base), there is always less and less coverage, and in this case there are still only two main commercial mags available in the UK to suit your needs. Just as with PD, though,

PD LIBRARIES

PD libraries are often started by programmers who don't want to charge for their work. This is usually because they're supporting the C64 scene as opposed to making as much money as they possibly can.

For those of you who need the gentle introduction, public domain (PD) software is work that can be freely copied by absolutely anyone and sent anywhere, the only restriction being that the work itself is left unaltered (so sly people can't change credits to games, etc).

Obviously, this type of software has become massively popular, as not only is it written by a true C64 fanatic as opposed to some commercial development team, but it's completely free!

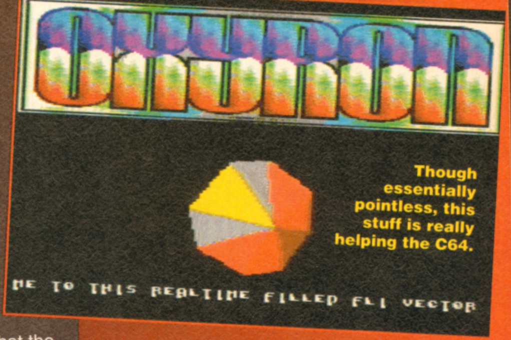
That's right – you don't pay a penny for the actual PD software. All you pay is the librarians time in copying the title, and the cost of a disc or tape. The point is that this is software that can't be sold – it's submitted for the good of the machine and the scene, not for the sake of anyone's pockets.

So what did the libraries have to say for themselves? Well, we spoke to some of the top PD librarians to find out what they had to say, and though we can't really go through every reply here individually, the general gist is really quite good:

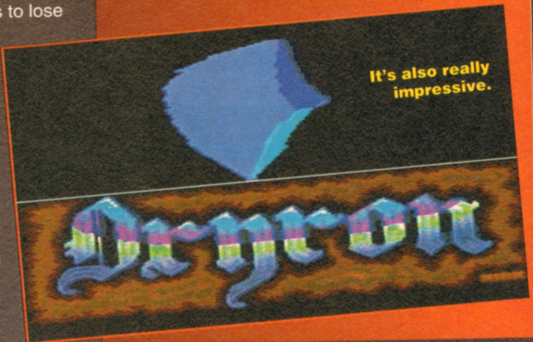
"As a library we only cover the C64 and I've been using one for a long time before that. As long as there's someone left to order the software, we'll keep distributing it."

"The thing about our software is that it's free – people don't get grumpy if the software they're getting is completely free."

"I didn't even know it was dying."



Though essentially pointless, this stuff is really helping the C64.



It's also really impressive.

the more zealous users are taking things into their own hands and having a crack at the other side of the industry, creating magazines in the form of slightly less professional fanzines.

Fanzines are exactly that – magazines created by fans of the subject. Now they may not be in colour, or they may not give away fab software on a covertape each month, you won't even find them in a shop, but they're worth getting into.

The normal fanzine is obtained by writing to the editor, enclosing the cost of the fanzine, and receiving it back in the post a few days later – dead simple mail order, you see. The content? Well, this can vary massively from fanzine to fanzine, as some specialize mainly on games, others on serious software, others on programming, others on contacts. That's the point of fanzines, you see – because they're not commercial, they don't have to capture a mass audience, and so can afford to specialize (if we tried specializing on serious software, we'd lose a huge chunk of our readership), only attracting a small and incredibly interested audience.

> Well let me spell it out very clearly. D. O. S. O. M. E. T. H. I. N. G. Okay?

If you haven't already, try and check out a few fanzines, as you're bound to find one with the mix of topics you'd like from a magazine (we can't please all of the people all of the time). We picked up one at random (the very Australian (and damned good) Friendz & Contax):

"With support for our faithful computer dwindling away, clubs like this are the only way for users to keep up with happenings, meet other users or just to have something to read about the computer they use."

Hmm… We're not dead yet either, F&C.

DISKZINES

Oh please – just think for a while, will you… They're fanzines on disc, for crying out loud.

BULLETIN BOARDS

This is where things get a little complicated – take a look at this month's episode of Office In My Pocket to get the full idea of what a bulletin board is, and how it can be useful to you.

On a more involved note, though, bulletin boards are a godsend to smaller user bases, as all kinds of information, software, or whatever can be stored for the user to recall at any moment without the expense of reproducing a paper fanzine or sending discs out to anyone.

They do have drawbacks, though – it can cost a hell of a lot to get another phone line installed in your house, and if you haven't already got a modem, you'll need to buy one. Alternatively, if you just wanted to use other boards as opposed to your own, you'd only need the modem (without the expense of a new phone line). For a slightly more in-depth look at the world of telecommunications, keep an eye out over the next couple of issues for an 'Office In My Pocket' feature.

HOME GROWING

Home grown software is a lot more common than you think – remember the 'M' game that gets so much coverage in these pages? That's right – home grown. The point of home grown software is not that it's not as good as commercial software – far from it, in fact. It's simply full priced software in as near to a commercial situation as is possible.

Mercy me – it's another Mayhem grab!

In many ways, homegrown software is the way forward – people can still put a lot of time and effort into writing software that stands a very good chance of being sold (after all, you publish it yourself), and don't have to then watch their work being freely copied right across the country (as you would with PD) which, to be honest, is a little dissatisfying.

No-one has to remind you either about the success of Mayhem – you could do it too…

THE C64, CF AND YOU

Of course, our new utopia wouldn't be much good if we weren't here (ego and all) to share it with you, would it? Let's see what Hutch has to say…

Over the past few pages, Simon has hopefully managed to convince you that despite what all your console-owning friends have to say, your machine isn't dead yet. In fact, you'll probably be feeling really quite good about the whole thing by now (I hope so, or I won't pay him). The thing is, though, that we've got to have some sort of game plan to go along with this new C64ing community, haven't we?

It's time for us to lay our collective hearts and minds on the line. So okay then, what do we plan to do?

PD LIBRARIES

I think I'll go a little easier on PD libraries than I do with softies (I'll let them live); from now on, we're going to start covering the different libraries and their software in a Big Way, so if you've got a PD library and you'd like a bit of coverage, write to PD Format at the usual address. You'll have to remember, though, to include full library details and a catalogue if you want any sort of worthwhile coverage in the mag (you'll end up in either Snippets or PD Format, but you'll end up in CF, so that's all that matters, really).

It may be anarchy, but it's still good.

SOFTIES

Bullying softies is a great habit of ours. It's really simple; all you have to do is find a software house that's wondering whether or not to release Big Game 2 on the C64, and get friendly with the PR people. Once you've wangled a free lunch from their bulging expense accounts, just let it slip that your good mates with a lot of top editors, and that you'd really like to see a C64 version of the game now, please. They usually come up with the goods we want.

Seriously though folks, even though quite a few of the major games people are pulling out right now, things aren't as bad as they seem. As Simon says, if you just take a quick look through our ad pages, you'll soon find a good couple of softies still providing food for reviews. On top of that, there're also quite a few newies hitting the scene (hopefully even more after this issue), all of which are welcome. So the message to softies new and old is that we want to see whatever you've got, and we're quite happy to pile on the publicity to any game, utility, or piece of hardware we think is worthy.

FANZINES

So what about the A5 and staple squad? Well if you'd like to see regular coverage of the latest and greatest in the world of the print-outs, just send whatever you've got to offer in the way of material, and we'll do the rest.

EVERYBODY ELSE

You really should remember that Snippets is always available for any information you feel is relevent to the masses, and we're always happy to give coverage to anyone starting up any kind of organization that'll benefit the machine we're supporting so vigourously.

WHAT, ME?

Over the next year your beloved Commodore Format posse are going to be proving to the world, that hype and CDs aren't what make a computer or console great. We're going to prove that it's the fans of a machine which make it great.

You see, this market is ten years old. Ten years in which any number of fads have come and gone, consoles risen to the heights of fame and disappeared, computers hailed as the next big thing and promptly forgotten about. Through all this the C64 has happily chugged along on its own. Why? Because it's quite simply the perfect home computer. It does its job so well that there's no need to change it. Who needs acres of RAM when it's just used for dull rendered graphics rather than interesting gameplay?

Over the next year, Commodore Format's role will move into a central position in the market. As the software houses shunt their back catalogue onto EDOS, we'll be forgetting about them and covering the market from a far more specialised point of view. Obviously we'll continue to put great games on the covertape, but in the magazine the emphasis will be on helping you get more out of your machine. Forget the fads and enjoy the fact that you're a hobbyist and not a sad gamehead.

PUBLIC DOMAIN SOFTWARE

We have 1000's of programs on disk for your C64/128, from serious applications to demos & games.

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Hey you! (Who me?) Yes you! Check this out...

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So if you wanna stretch your C64's capabilities a little further then squiggle an SAE to:

UTOPIA PD
10 Cwmaman Road, Godreaman,
Aberdare, Mid Glamorgan
CF44 6DG

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SNIPPETS

Walk this way – we've got a few interesting little things you might like to hear...

SIMON IN STAFFY SWAP SHOCK!

You may have noticed at some point throughout this month's CF (like on about the first page) that our star staffie, Clur, has utterly vanished! If you're wondering why all this is so, the answer's simple – Clur and Simon have decided to swap jobs, for a bit of a change.

All this means that your friendly neighbourhood staffie now answers to the call of Simon, and Amstrad Action readers can look forward to greeting Clur in AA 100.

I'm sure she'll be happy to know that we all wish her the best of luck settling into her new position (as Hairy settles into her old one - so to speak).

Clur's moved 3ft nearer to the door now to be on AA.

ABSOLUTE MAYHEM

About half-way through this month's proceedings, it occurred to us to contact the Apex boys, now known as Digital Grafitti to see how they're getting along with sales.

As it turns out, they couldn't be doing better, receiving 60 or 70 orders per day, a rate which does not seem to be dropping.

Why? Well if you ask me it only goes to back up the sub-theme of this ish, being reader action. That's right; those orders are coming from real enthusiasts for the machine.

I suppose the big point here is that if they can do it with a platform game, you can do it with a fanzine, PD library, user group...

SCORE
STARS
TIME

Mayhem makes his 9 millionth appearance.

A STICK FULL OF JOY

Just when I thought I could get away with writing a nice and simple monthly Snippets, SV go and release two new joysticks – why me?

The *Quattro* (and its little brother, the Pinto) are joysticks of the classic design, available with or without autofire. Prices on these two range from £13. The second new addition to the range, the *Delta Ray*, is slightly more phallic affair, available for £16, and sporting a terrifying five fire buttons and an extra long connector cable.

Both models are available from all the normal computer retail outlets, so try your local WH Smiths, John Menzies *(What about those friendly high street outfits like Joie Des Sticks, House of Sticks, Monseiur Le Stique, McDonalds etc - Hutch)*

FRIENDS WILL BE CONTACTS

Just a quick reminder by request of Steve Hedges, organizer of C64/128 Friendz & Contax, a worldwide user group with loads of members and a pretty nifty mag. If you want more information, contact Steve Hedges at 11 Dunsford Street, Whyalla Stuart, South Australia, Australia 5608.

NEED A PRINTER?

Maybe you do, but you can get by without – Pensnett PD are now offering a service of laser printing *Mini Office 2* documents (for a small price, of course). For a blurb sheet with all the finer details, contact Pensnett PD, 21 Tiled House Lane, Pensnett, Brierley Hill, West Midlands, DY5 4LG.

PARTEEEE!

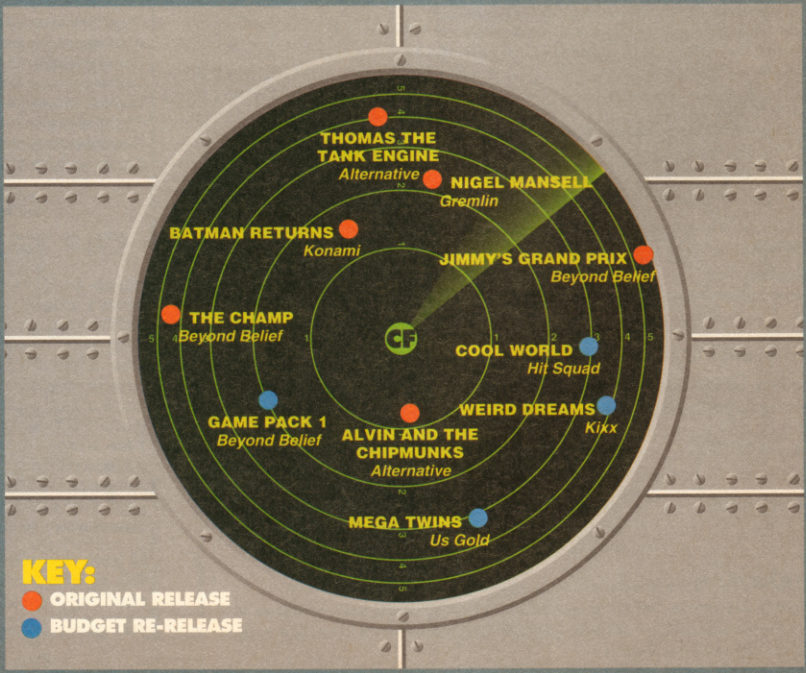
The Party 1993 is a huge event that's going to be happening in Germany from Monday the 27th December at 10am CET to Wednesday 29th December at 3pm CET. From the looks of the press release, it's going to involve 3000 people sitting around with their C64s, Amigas or PCs for three days watching laserdiscs and winning prizes of up to $3000 for the work they enter into the various compos testing graphics, demos, soundtracks, etc.

These coding parties traditionally produce some of the better demos and games, because all the codeheads get together and swap ideas, Pepsi, telephone numbers, and recipes for Lemon Sorbet.

The party itself is situated in Herning, Denmark, so ring (+45) 98 18 96 69 for more info right away if you feel like getting away from it all after Christmas.

EARLY WARNING SCANNER

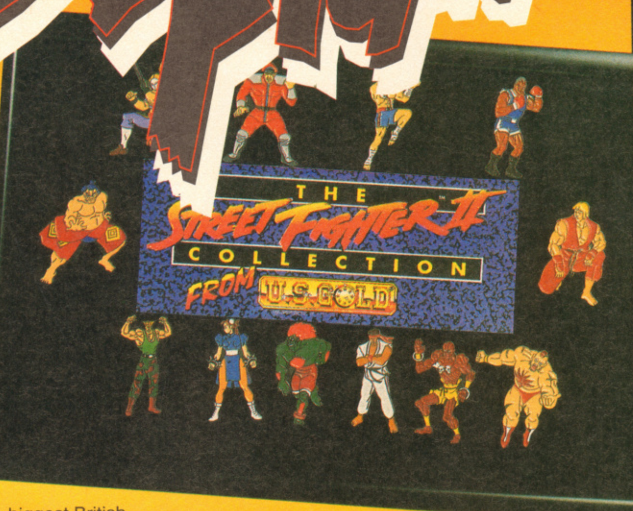
Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for aliens. *(Why are they coming to visit us? Hutch).*



WIN! WIN! WIN! WIN!

STREET FIGHTER II COMPO!

We're good to you here at CF – when we're not giving you all the latest software reviews and tapes full of free software, we're giving you the opportunity to get your hands on limited edition gear!


THE
STREET FIGHTER II
COLLECTION
FROM U.S.GOLD

Ask anyone who's even glimpsed at a computer magazine over the past year – probably the biggest British release of 1993 has to have been the very awesome *Street Fighter 2*.

Well, as it came out on the C64 a while back (recieving a pretty darned good review at the same time), we thought we'd get together with those lovely people at Kixx XL to give you the offer of a lifetime – the ultimate for the serious beat-em-up fan with attitude and a fireball in the pocket.

It's simple, really – all you have to do is write to us at the usual address with a design for a new *SF2* character (you can draw, write, whatever you want) and you could win a set of limited edition *SF2* metal badges, of which there are only 50 in existence in the world!

Of course, not everybody is going to be as lucky as the winner of the set, so we've got ten runner up prizes of Kixx XL T-shirts. So if you want to be the envy of your friends, get your entries along to this address:

Sealed With A Kixx
Commodore Format
30 Monmouth Street
Bath
Avon
BA1 2BW

Rules:

1 Employees of Future Publishing, USGold, and Monmouth Munchers takeaway are not allowed to enter and all entries must be in by 30th February.
2 The editor's decision is final, though heavy bribes could work, so feel free to give it a try (just don't expect results or your money back).
3 If the defensive player is holding the target man's left shin at the time of impact, a five minute break must be called, and everybody must juggle melons in the style of a 1930s melodrama.

00000040
STREET FIGHTER II
COMPUTER
KO
PLAYER 1
BLANKA
TIME
61
PLAYER 2
RYU

Be the envy of your friends. Enter this competition and you might win...

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STREET FIGHTER II
00000060
KO
PLAYER 1
ANGIEF
TIME
56
PLAYER 2
DHALSIM

An extremely limited edition badge set. There are twelve in all, so you could wear one...

00010150
STREET FIGHTER II
00028140
KO
PLAYER 1
CHUN LI
TIME
35
PLAYER 2
GUILE

For each day of the week, plus five as stand-ins for those special family occasions.

WIN! WIN! WIN! WIN!

It was huge, it was sweaty and it went on for four days. Hutch went down to the Future Entertainment show, met some celebs, drank loads of fizzy pop and got a really serious hangover...

SHOW OFF

What does a company do when its magazines are hugely successful and they want to celebrate it? Do they get some balloons printed? Do they stick a small ad in the Evening Standard? Do they get a nice cake baked? Nahhh, they put a dirty great computer show on and invite 50,000 people along. At least they do if they're *Future Publishing*, the company that owns the very wonderful Commodore Format.

The second Future Entertainment Show (FES) happened at Olympia in mid November and a rip-roaringly brilliant laugh it was too. Thousands of games freaks sponded over their cash, grabbed a plackie bag and took in the spectacle of hundreds of software houses competing with each other to create the most over the top and bats-arse stand.

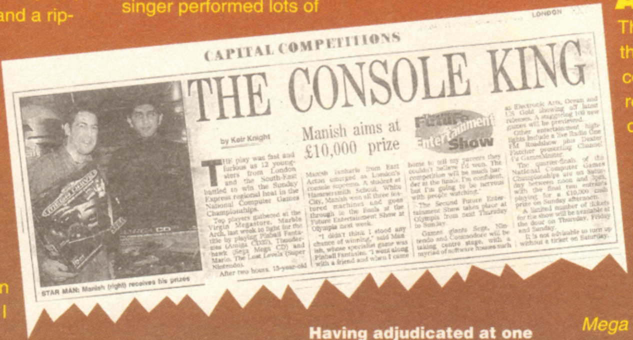
In the interests of journalism (and because I got to stay in a nice hotel for three nights) I was there for the whole four days. I saw thousands of you stroll in and slot straight into video game frenzy. I can't blame you, the same thing happened to me; when you're confronted by that many games, it's impossible not to. But anyway, what happened.

STAND AND DELIVER

Alright, so there weren't many C64 games there (you could count them on tentacles on one hand), but we know that many of you guys are console owners anyway; you just keep it very quiet. The game which made the most impact (and which may one day crossover to the C64) was *Street Fighter II Turbo.*

There was a constant throng of salivating *SFII* fans around the impressive Nintendo stand. Everyone got a chance to play the number one *SFII* player, a chap called Metro, who's just released a horribly appaling 'rap' record which will either get into the top ten or (if there is a god) will bomb and end up in the 25p box at your local record emporium.

Right next door to that was the funky Ocean stand which was done up like an American diner. They had this brilliant Cadillac convertible out the front and we all got to sit in it for a photo opportunity. Inside their stand they were serving up burgers, fries and milkshakes while this lady singer performed lots of 1950s tunes. At least they did until they discovered that their radio microphone and Future's radio microphone were on the same frequency and right in the middle of *Rock Around the Clock*, Marcus (*Amiga Format* Editor) Dyson's dulcet tones burst in saying "when the expansion port underneath the A1200 is full." Still it had a ring to it I suppose.



LONDON

CAPITAL COMPETITIONS

THE CONSOLE KING

STAR MAN: Manish (right) receives his prizes

by Keir Knight

Manish aims at £10,000 prize

THE play was fast and furious as 12 youngsters from London and the South-East battled to win the Sunday Express regional heat in the National Computer Games Championships.

Top players gathered at the Virgin Megastore, Marble Arch, last week to fight for the title by playing Pinball Fantasies (Amiga CD32), Thunderhawk (Sega Mega CD) and Mario: The Lost Levels (Super Nintendo).

After two hours, 15-year-old Manish [illegible] from East Acton emerged as London's console supremo. A student at Hammersmith School, White City, Manish won all three featured machines and goes through to the finals at the Future Entertainment Show at Olympia next week.

"I didn't think I stood any chance of winning," said Manish, whose specialist game was Pinball Fantasies. "I went along with a friend and when I came home to tell my parents they couldn't believe I'd won. The competition will be much harder at the finals. I'm confident, but I'm going to be nervous with people watching."

The Second Future Entertainment Show takes place at Olympia from next Thursday to Sunday.

Games giants Sega, Nintendo and Commodore will be taking centre stage, with a myriad of software houses such as Electronic Arts, Ocean and US Gold showing off latest releases. A staggering 100 new games will be previewed.

Other entertainment highlights include a live Radio One FM Roadshow plus Dexter Fletcher presenting Channel 4's GamesMaster.

The quarter-finals of the National Computer Games Championships are on Saturday between noon and 3pm, with the final two entrants playing for a £10,000 cash prize on Sunday afternoon.

A limited number of tickets for the show will be available at the door on Thursday, Friday and Sunday.

It is not advisable to turn up without a ticket on Saturday.

Having adjudicated at one of the regional games championships, Hutch got his face in the Sunday Express.

Across the way from Ocean was Sega's stand, replete with Formula One racing car. They were tempting people with arm wrestling and paper plane competitions. Oh and they had this dirty great GameGear TV screen which showed all those incredibly annoying Sega Pirate TV ads.

ALL THE FUN OF...

The *FES* isn't just about computer games though, it's about fun. If you tired of the computer games and fancied a bit of light relief then there were any number of cunning diversions just waiting to be sampled.

Down at the far end of the grand hall were a load of fairground rides. If you'd have wandered down there at about midday on the Thursday of the show, you'd have seen seven of Future Publishing's editors driving themselves nutty on the dodgems. Quickest round the circuit was Andy Dyer (he of *Mega* magazine), slowest was Frank O'Connor (he of *Total* magazine and expansive waistline).

To the right of the dodgems was one of those immersive virtual reality rides. You sit inside this space shuttle-looking pod thing and a movie plays on the screen at the front. The pod then jiggles about corresponding to what you're seeing on screen. The best bit was definitely the toboggan run. It was all jolly terrifying.

Wander a bit further and you'd encounter the 3D theatre. This odd experience was showing a bizarre sci-fi film about some aliens who come to earth to check out the wildlife. The film was chock full of all those bizarre 3D film bits where someone comes right up close to the camera just to make you jump back a bit. Still, it was jolly good.

WHAT OUR EDITOR DID!

Dear Diary,
Arrived at the show and immediately hogged the limelight on the GamesMaster stage by doing all sorts of challenges.

Met up with this rather interesting dude on the Disney stand. The princess has large cushions doesn't she! Hurrah!

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The punters do a bit of thronging.

All these peeps came to see Hutch.

Turn left out of the movie theatre and you'd discover the *Quasar* style game. This was set in a huge inflatable ring and was my favourite bit of the show. This kind of shooting game is much more fun than the concrete and carpet variety because you can throw yourselves at the walls and do lots of funky rolls and leapsoff the walls. Wander out of the inflatable (sweating from every pore) and you'd headbutt the Radio One Roadshow. The Roadshow peeps were there for the duration and they put on loads of funky acts like *Bad Boys Inc* who performed a medley of their hit.

DID YOU DO ANY WORK AT ALL?

Of course I did. It was my humble lot to do some of the compéring on the *GamesMaster* stage. This involved wandering around the stage with a microphone, geeing the crowd up and throwing out an endless succession of goodies at every available opportunity.

The highlight of all this was the *National Computer Games Championships*. Two young chaps, Tony (from oop north) and David (from Oireland) battled it out in the final for £10,000. Tony battled through and won, despite his overwhelming shyness and inability to say anything at all the whole time he was there.

Eventually Sunday came around and we wearily cleared up all the mess created by the horde game heads. At the end of the show I'd lost my voice, a little bit of my sanity, my hotel room bill, fifteen quid, a plaster, two stone and a rather fetching picture of Vanessa Paradis. I will of course be going be next year to do exactly the same and I expect to see you all there. Hurrah!

Zool and Zoom go Xmas shopping.

Hutch goes amongst the people and sings some show tunes.

Dexter Fletcher off GamesMaster give it some serious blah.

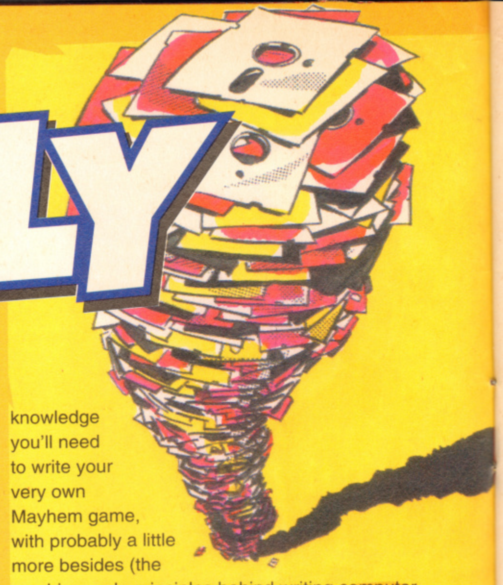
Top dodgem action mates.

Bad Boys Inc give it some serious belly

While having a quiet glass of ginger ale with Stuart Campbell, this little chap rushed up for an autograph. From, ermm, Stuart, not me. In fact, our Stuart got mobbed by little punters. While I got ignored!

Anyway, enough frivolity. After a quick wee-wee, it was back to the stage where Frank and myself did a comedy routine about a moose called Lionel. No, that's wrong, we did the National Computer Games Championship finals for mooses.

ASSEMBLY



Simon takes a look at a book which could revolutionise the way you look at your C64...

If you wear a baseball cap and dark glasses, have withered pale skin from a severe lack of sunlight, get no sleep at nights, and have to go to a clinic to try and come to terms with your addiction to the C64, you probably know machine code. Although that's not much of an advert for joining the arcane world of coding (that's right – I can hype this to the skies if I want), take it from me that it's something you'll most definitely want to look into.

WHAT'S MACHINE CODE, THEN?

A simple explanation would be:

"The lowest level of program code, consisting simply of a series of numbers that the central processing unit recognises as instructions or accompanying data."

Or at least that's what Chamber's Making Sense Of English In Computers says. Those without the stomach for dictionaries can have the Hairy version:

When you type in and run a BASIC program, each command is converted into a series of numbers which the CPU (the chip inside your machine) can understand. It can't understand BASIC instructions, you see, only machine code. If you're wondering where that leaves BASIC, well the whole BASIC editor, and indeed the normal C64 is just a program being run by a processor (the 6502 bit just refers to the type of chip, being the same one as the old BBC computers used to have, with only the program it was running making the difference between that and a C64).

WHY SHOULD I USE IT?

Imagine a BASIC program when it's running – the BASIC instructions are being fed into an interpreter that converts the instructions to machine code before finally the 6502 chip runs them in pure form. The alternative is to write the program in a language the 6502 can understand, cutting out the time consuming need for an interpreter. That's right – it's fast. Really fast. Faster than something you can't see because it's really quite a bit too fast. Well, machine code is faster.

There are advantages with versatility as well – because machine code is the language of the processor itself, you can use it to push the chip to its limits. With BASIC, as it's a language created by two guys at university to help people to start out in programming (it's an acronym for Beginner's All-purpose Symbolic Instruction Code), it does not explore every boundary of the chip's ability. For instance, in C64 BASIC, to do things like change colours or print sprites, the processes involved are virtually machine code anyway.

Incredibly useful to anyone who wants to take up the art

So you can take it as read that it's worth learning 6502 code if you're into programming – it's faster, and about a million times more versatile.

AND THE BOOK?

I suppose I'd better come around to that sooner or later – this is, after all, a book review, and I wouldn't want you to think you hadn't got your money's worth, would I?

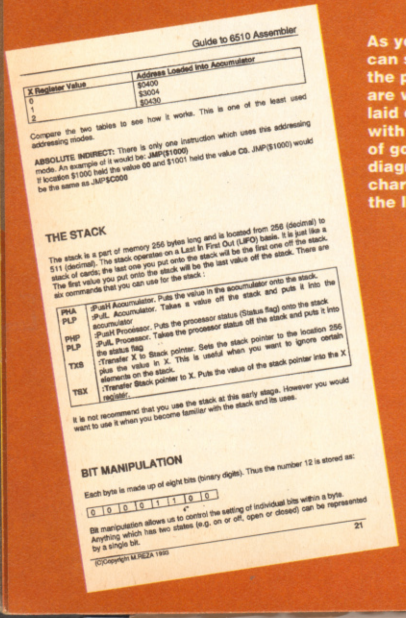
There always seems to be apprehension in the air when magazines like this deal with books like that. Why? Because they are deadly boring. That's right folks – machine code is dull; it doesn't lend itself to any good chat up lines, there are no good action scenes, and it only makes good night time reading if you don't mind sleeping in a state of semi-comatose near-psychotic boredom.

Despite all this, we have a machine code book that will be incredibly useful to anyone who wants to take up the art. Or at least the authors hope it will, and that's what we've got to find out.

As far as coverage goes, this book contains just about every topic and area of machine code knowledge you'll need to write your very own Mayhem game, with probably a little more besides (the machine code principles behind writing computer games are quite simple). But how well is it written?

Well it has to be said that this book is definitely not as clear as it could have been – just as computer games are extensively playtested, this book could seriously benefit from a complete novice reading it all the way through, telling the author about the pieces they didn't understand. On occasion I had to read bits a few times to get the hang of what was going on; in fact pretty much the whole book turned out that way.

Don't let this niggle sway your judgement too much, though, as what we have here is a book on machine code (very difficult to learn) – if you want to get more out of your machine, and you need a book to help you through, you might like to consider this guide.



Guide to 6510 Assembler

X Register Value	Address Loaded Into Accumulator
0	$0400
1	$3004
2	$0430

Compare the two tables to see how it works. This is one of the least used addressing modes.

ABSOLUTE INDIRECT: There is only one instruction which uses this addressing mode. An example of it would be: **JMP($1000)**
If location $1000 held the value 00 and $1001 held the value C0. JMP($1000) would be the same as JMP$C000

THE STACK

The stack is a part of memory 256 bytes long and is located from 256 (decimal) to 511 (decimal). The stack operates on a Last In First Out (LIFO) basis. It is just like a stack of cards; the last one you put onto the stack will be the first one off the stack. The first value you put onto the stack will be the last value off the stack. There are six commands that you can use for the stack :

PHA	:PusH Accumulator. Puts the value in the accumulator onto the stack.
PLP	:PulL Accumulator. Takes a value off the stack and puts it into the accumulator
PHP	:PusH Processor. Puts the processor status (Status flag) onto the stack
PLP	:PulL Processor. Takes the processor status off the stack and puts it into the status flag
TXS	:Transfer X to Stack pointer. Sets the stack pointer to the location 256 plus the value in X. This is useful when you want to ignore certain elements on the stack.
TSX	:Transfer Stack pointer to X. Puts the value of the stack pointer into the X register.

It is not recommend that you use the stack at this early stage. However you would want to use it when you become familiar with the stack and its uses.

BIT MANIPULATION

Each byte is made up of eight bits (binary digits). Thus the number 12 is stored as:

0	0	0	0	1	1	0	0

Bit manipulation allows us to control the setting of individual bits within a byte. Anything which has two states (e.g. on or off, open or closed) can be represented by a single bit.

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(C)Copyright M.REZA 1993

As you can see, the pages are well laid out with loads of good diagrams, charts and the like.

ARE YOU GETTING IT?

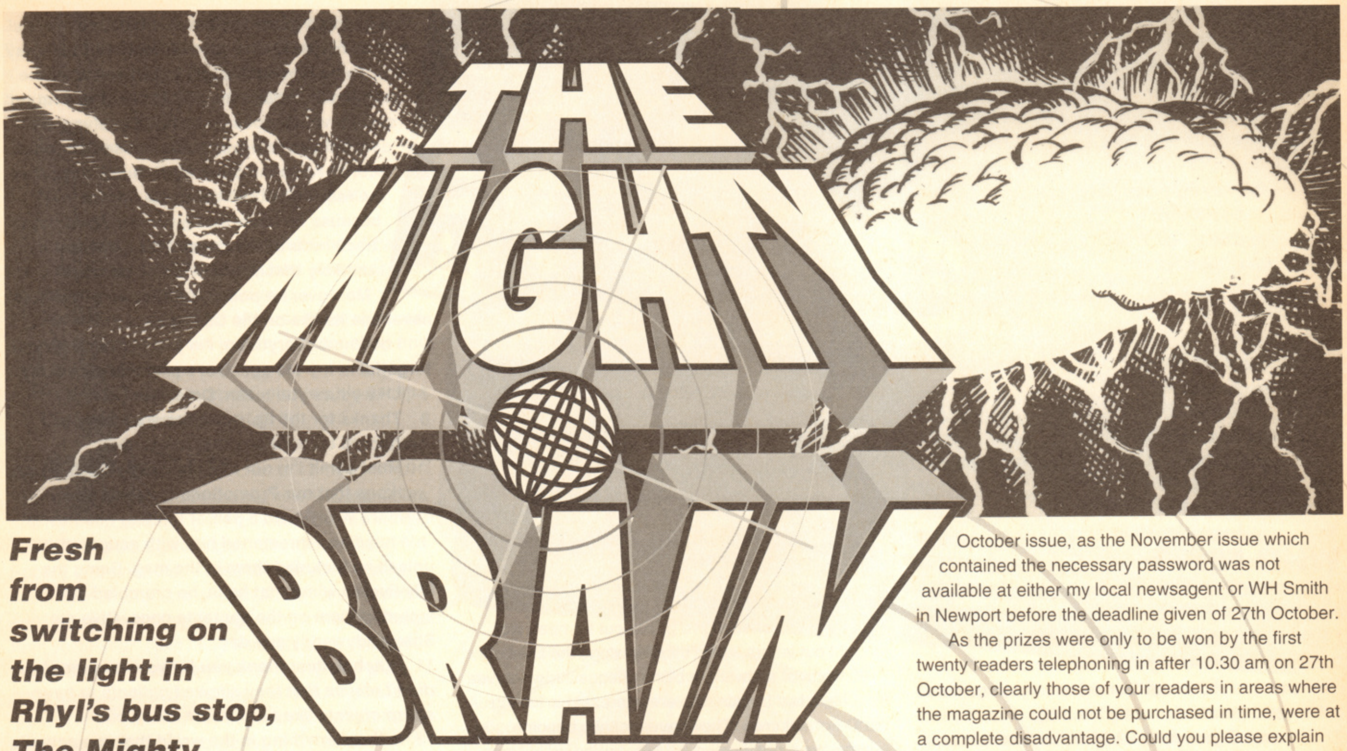
If you want to get hold of this book, just send of a cheque or postal order (made payable to M Reza) for £12, to M Reza, 108 Warwick Rd, Birmingham, B11 4QU.

As an extra incentive, you'll also receive a free PD monitor and a turbo tape utility. What more could a self-respecting book ordering type person possibly need?).

- Okay, so it's not exactly a book for the computer illiterate…
- …but as machine code guides go, this is one of the easier ones to follow.
- If you want to start coding, this is definitely one to think about.

POWER RATING

80%



THE MIGHTY BRAIN

Fresh from switching on the light in Rhyl's bus stop, The Mighty Brain's back to answer your probing questions. Lifestyles of the rich and famous, eh...

BUSINESS MINDED

1 Have you reviewed Mini Office 1 and if so what percentage did it get?

2 Is Mini Office 1 as good as the Sequel?

3 What can you do on Mini Office 1?

4 What is the best disk drive for the C64?

5 Is the EPSON LQ 100 dot matrix printer compatible with the C64?

Wayne Pyrah, Lincoln

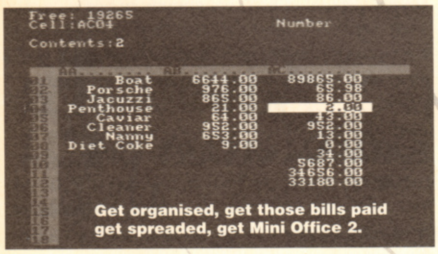
1 **No we haven't reviewed it.**

2 **Absolutely not.**

3 **Not half as much as you can on Mini Office 2**

4 **Any of the standard 5.25 inch models are okay, avoid mini-disks.**

5 **It should be. Give Datel (☎ 0782 744707) a ring and ask them if their printer driver works with it.**



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      AA..........AB..........AC..........
01          Boat     6644.00     89865.00
02       Porsche      976.00        65.98
03       Jacuzzi      865.00        86.00
04     Penthouse       21.00         2.00
05        Caviar       64.00        43.00
06       Cleaner      952.00       952.00
07         Nanny      653.00        13.00
08    Diet Coke        9.00         0.00
09                                  34.00
10                                5687.00
11                               34656.00
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Get organised, get those bills paid get spreaded, get Mini Office 2.

PREVIEW PAIN

I was unable to enter the competition for Golden Preview Tickets shown on page 20 of your October issue, as the November issue which contained the necessary password was not available at either my local newsagent or WH Smith in Newport before the deadline given of 27th October.

As the prizes were only to be won by the first twenty readers telephoning in after 10.30 am on 27th October, clearly those of your readers in areas where the magazine could not be purchased in time, were at a complete disadvantage. Could you please explain how it was possible for this situation to arise?

Robert Sweet, Newport

The magazine was one week late on sale all over the country, not just in Wales. As a result, absolutely everyone missed the deadline, including all the subscribers. Now the sensible ones just phoned up as soon as they got their issues through. Those that did were promptly awarded a Golden Preview Ticket. We simply awarded the first 20 to the people that called us (mainly mums as it happened). Those fabby peeps were met at the show by Hutch who gave them a grand tour and bought them all some fizzy pop.

WILL THERE BE?

Answer my questions or else I shall come over your place and take all your games.

1. I know it's been asked before but will you put colour on your page?

LOVELY CHAP

Dear TMB

Answer my questions or I'll come round and shoot you with my Uzi 9mm.

1 When will frames be coming back from holiday?

2 Are there any plans for *Mortal Kombat* on the C64?

3 Is there a Tottenham Hotspurs football game and if there is where can I get it?

4 Arsenal - what a waste of space!

5 What game do you rate the lowest?

6 If *Game Over* is a PD game, like you said in CF37, why did I get it in a combination from a shop, have I been ripped off?

7 My mate has a demo of *Creatures* on his Amiga, does this mean that *Creatures* and *Creatures 2* are being released on the Amiga?

8 Does this mean that *Mayhem* will be going the same way?

Hasta la vista baby.

PS: My top 5 games are:

1 *Creatures 2*
2 *Gunship*
3 *Turtles the Coin-op*
4 *Creatures*
5 *Micro-prose Soccer*

Gary Mabutt takes up break dancing.

The Terminator, Cyberdyne Systems 101.

When will you earthlings learn, your puny weapons cannot harm me.

1 **Who cares?**

2 **Ermm, not a snowball in hell's chance.**

3 **Of course there isn't a Spurs game, they only simulate football teams.**

4 **Spurs - what a waste of space.**

5 **Anything with Spurs in it.**

6 **It's not actually a PD game. That was what we in the trade call a cock-up.**

7 **Creatures is already out on the Amiga. We're not sure if Creatures 2 is going to come out.**

8 **Quite possibly, yes.**

I'll be back.

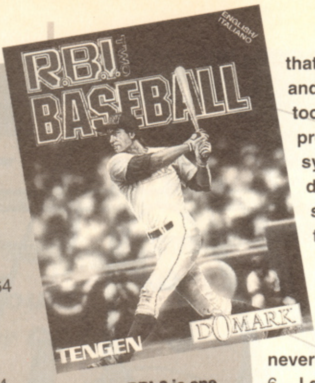
2. Will there be a Commodore portable computer? For instance as Nintendo has a Game Boy.
3. Or will there be a 16 bit console or a CD so my dad can play his CD's on it.
4. Please make a *Championship Edition Street Fighter* with a bit better graphics.
5. Now I mean it I've been all nicey nicey but I don't like the way my power packs don't work so do something about it please.
6. Will there be a *Star Trek* on the commodore?
Jodie Warner, Knockin

1 ***(No. - Hutch).***
2 **No.**
3 **Check out the Amiga CD-32. This is a CD based games console.**
4 **Out of my hands, but US Gold may oblige.**
5 **If your PowerPack doesn't work, send it off to Ablex Audio Video, Harcout, Telford, Shropshire, TF7 4QD.**
6 **No.**

MORE MAYHEM

I would like to ask you a couple of questions, so here goes.
1. Will there ever be a budget release of SF2?
2. Is there any other C64 games to receive 100% apart from Mayhem in Monsterland?
3. What is the best C64 sports simulator?
Paul McClintock, Ballymena

1 **Funnily enough, yes. It's coming out on Kixx budget in early December for £3.99 tape and £7.99 disk.**
2 **No.**
3 **RBI-2 Baseball from Hit Squad.**



RBI-2 is one of the better sports games.

WHO FES^2?

And you thought you'd read some long letters. Read this little one:
1. Will you please do another 'Drop the Dead Datasette' feature, doing each member of the CF crew each month? When Clur did one ages ago it was rather good (please do not tell her this).
2. If the price goes up to £2.95 with two cassettes, wider pages and better paper quality, why-oh-why did we only get one cassette with CF38? I was stunned with the tapes on CF37 - they were marmalade-packed with brilliant games and demos. Hutch said that the main price rise was due to better games (and hence presumably two tapes), and that paper costs were not increased that much. So were you pulling the nylon over our eyes when you only gave one tape with CF38? The stickers are not a very good excuse for this.
3. What is FES2? At first I thought it was iron sulphide, but the valencies are all wrong.
4. You were a bit naughty in CF37 where you declared MIM had received a 'Corker' status in the advert when we had not even seen the review. slightly biassed I feel. Don't let it happen again, Mr Hutch.
5. Concerning *MIM*: Clur gave it 96%, Simon 100%. Assuming Hutch gave it 100% (the highest possible rating on your system), this gives an overall percentage of 98 and 2/3%. You may say that the rest of the crew gave 100 as well, but this is highly unfair considering that (a) they did not comment in the actual review, and (b) most other reviews only get one reviewer. Hence your MIM gets a better spread of reviewers and a more average percentage than almost any other game ever reviewed. It appears that the C-Format crew are either totally biassed because they clinched the Apex MIM diary (and have been building up for ages - a 100% -er climaxes this), or have something particularly twisted and wrong with the way they treat reviews. Having played the demos and decided to buy the game, I would say that I would be more orientated to Clur's perspective of MIM (don't tell her that either). A fiver says you don't print this, 'fatty tissue' head.
6. 'Soopy Twist' (see "How Many Bits" - CF 38) is what Stephen Fry always said after he had made a cocktail on the end of 'A Bit of Fry and Laurie'. Tsh. And you're supposed to know everything.
7. I think you should give prizes out for neat, well thought out letters. I was thinking along the lines of £100 worth of software, a blank cheque . . . whatever.
8. I have two friends who are interested in joining the C-Format crew. They have recently become unemployed, but if you need two cardboard cut outs on pieces of wire for watching boats come in and out, then Otis and Marvin are your men.
10. If you show any more of those 'nice boys' *Take That*, I shall refute point 8 and never buy your magazine ever again. You have been warned.
11. I see you have finished doing the *Street Fighter 2* feature. It was really interesting, honest. Actually it was crap.
12. Upon reading the back page, I have seen that you can guarantee no more certain Saturday morning shows. Please, please, please can you denounce that excuse of a program, 'What's Up Doc'. I thank you.
R Jackson, Lancaster

1 **This is no problem, I've spoken to Hutch and he's agreed to do one, then Ollie, then Lisa and finally that hairy dude, Simon.**
2 **Hutch says that we're going to be sticking to just one tape in the future, because to be quite honest, there's no need for more. We've been trying jolly hard to get the funkiest freshest programs on the tape and hopefully that will show over the coming months.**
3 **The Future Entertainment show just happens to be the biggest video gaming event in Europe. It happened at Olympia between the 11th and 14th of November and you can find a show report on page 54.**
4 **Hutch points out that the advert and the review were created at exactly the same time and we couldn't wait to tell the Apex boys how much we liked the game. Therefore we told them that it had been awarded a Corker but we didn't tell them the score that it received until after we'd gone to press. *(Why? Because we can, and we're nasty like that! - Hutch).***
5 **The actual review score was by Hutch and that's the one that counts. However, he realised that giving a game 100% was a bit controversial and so he decided to give Simon and Clur a say too. To be honest though, I can't see what the problem is. What's the point in having a rating system which goes up to 100 if you've decided you're never going to use that top score? As to the other stuff, Hutch says that the reason he built the game up was because he knew that given the Apex boys track record (*Creatures* et al.), it was very unlikely that Mayhem would be crap.**
Moreover he points out that we'll probably never see its like on the C64 again.
6 **I do know everything, I'm just getting a bit forgetful in my old age. Got a problem with that?**
7 **Like yours you mean. Dream on.**
8 **Thanks for the tip, but there are plenty of cardboard cutouts on other magazines.**
10 **Must admit I'm not a big fan myself, but Hutch reckons that our Promotions Insistent (one Tamara Ward) held a pair of knitting needles to his head and threatened him with acupuncture unless he included them in the mag. Being the lilly-livered wimp that he is, he crumbled and included them on the contents page. Give me Showaddywaddy any day.**
11 **Hutch writes: *thank you for your comments, I didn't realise that they allowed patients to have sharp objects like pens in the loony bin.***
12 **Is there anything in the world that you actually like Mr Jackson? I mean, is it all a festering lump of maggot-bloated poo? Do you wake up every morning in this kind of mood? Don't you ever smell flowers or take a breath of country air and thank zob that you're alive?. Have a nice day. Not!**

RECENT READER

How long have you been publishing the Commodore Format for, and how long are you going to keep it going for?
Martin, Lisburn

We've been publishing it for three and a half years now, we'll keep going as long as you lot want to buy it.

BATMAN CLEARS OFF

I would like to ask you some questions.
1. I sent in a form for the SOS special and it was for a map and solution to *Seymour goes to Hollywood* but it did not feature in the mag.
2. When will *Batman Returns* be ready? I'm desperate to get it. Will you feature a demo of it on the Powerpack?
3. When will *Lemmings* be ready, as it sounds really good. What do you think?
Bye for now. Bird Brains coming over.
Matthew Davies, Telford

1 **Probably because we already had a map.**
2 **Ermm, it doesn't look like it will.**
3 **It's ready now. Rush out and buy it.**

SAM LIKES JASON DONOVAN

Please answer this letter as it's a matter of life and deaf, I'm on my last life and my grandad's deaf.
I have some questions to test your cranial superiority.
1. Will *MIM* ever be budget price?

2. When will *Exile* be released on budget?
3. What is the best joystick for under £15?
4. What happened to Roger Frames?
5. Is *Zepellins* first fighter any good?

Thank you for your time.
Steven Sharman, Lowestoft

1 **How budget do you want? It only costs a tenner as it is.**
2 **It has been already, on the Kixx label. Check out your local EDOS (such as John Menzies) stockist if you can't track it down.**
3 **Joysticks are a matter of personal preference, simply nip down to your local computer shop and try a few out for size.**
4 **He's in jail at the moment, plotting his escape.**
5 **Lord knows, never heard of it.**

FAREWELL...

I have owned my trusted C64 for 8 years. I have stuck by it, defended it and cared for it. I remember classic games, such as - *Underworld, Starquake, BC Bill, Pastfinder, Matrix, The Human Race* - the list goes on. My three "I hope they're on the cover-tape this month' faves are:

1. *Enigma Force* (Ohhhhh . . .)
2. *Captive* (Ahhhhh . . .)
3. *Arc/Nodes of Yesod* (Mmmmmm . . .)

Many 'new-age' C64 owners would think (if they managed to get a copy!) these games to be immensely crap, but they just don't have a clue!

I also remember one Monday morning in October, some years back, when I was first introduced to CF#1, and since then I went out and bought every CF, every month. I have CF's 1-33, with all the tapes, boxes and covers. ZZAP64 . . . Yaaahhhh! Commodore Format is class, absolutely Top Smart. If anyone remembers #5 and the strange monolith, you're privileged people - it's so funny!

Anyway, referring to the title - this farewell, I am trying to sell all my C64 related items, as I have been ordered to buy a PC (Education calls), so if anyone wants any games, disk drives, 64's or my priceless CF collection let me know.

Well that's about it TMB, this was my first (and last) letter to you. I really do hope you print it. Well . . . thanks everything and sniff oh I'm sorry it's just, ohhh sniff thank you sniff wonderful years Commodore I can't ohhhh you all sniff, sniff
Alan Busby, Plymouth

LETTER of the MONTH

Don't know why you're giving up on the C64 completely. After all, you're not going to get much for it second hand, are you? My advice is to hang on to it, even if you do have to buy a dreaded console because I bet you'll be yearning for the good old days as soon as you have to start shelling out £40 for each game. Nope, use that Christmas money on your console if you have to, but stick by the C64. Otherwise it's au revoir Mayhem, BMX Simulator and Elite.

...AND HELLO

I am very new to the C64 but not new to Commodore or 8 bit computers as I grew up with a C16 as my best friend. But at the age of eight, I discovered the Speccy and since then I used to read (God rest her soul) *Your Sinclair* until she left us only a wee while ago. I have the last issue, and many more back issues from yesteryear. I just need the first issue, could you please lay your hands on one for me, it is a Future, sorry ex-Future Publishing mag, and Hutch was the editor. I'm prepared to pay between £5 and £6 for the issue and will properly subscribe to CF as a prepayment of appreciation.
Matt Lambert, Southminster

Ah yes, dear old *Your Sinclair*, now gone the way of the dodo. Hutch tells me that he hasn't got any back issues of the magazine, so if anyone out there's got a copy they wouldn't mind flogging, drop us a line and we'll pass it on.

Anyway, welcome to the wonderful world of the C64; a land where games are still cheap, playable and in abundance. You're joining a club which boasts 10 million members, much like the Tufty club, but without the squirrel.

OZ CONNECTION

I am sending you this fax from Australia to ask a few questions and for assistance on matters concerning the Commodore 64. I realise that you are very busy people but I would greatly appreciate your assistance with the following questions. For starters, obtaining Commodore 64 software here in Australia has become extremely difficult but I still support the computer even though I also own an IBM compatible. The only place in which we can purchase the best new and older software titles here are via magazines like yours and ordering from England via the software mail order retailers which advertise in your magazine.

I purchase *Commodore Format* every month and look forward to it, especially your programming features such as the *Mayhem in Monsterland* diary which you are currently running.

Where can I reach the Rowland Brothers/Apex Software? I ask this because I would like to purchase Mayhem in Monsterland and the fact that I read that they are releasing the game themselves and not through Thalamus Software.

A fax number for Kixx Software if possible. This would make it easier to purchase Commodore 64 software from a company with a great selection of software titles.

And if they have one then a fax number for any of the following companies would be of great help: Ocean, Code Masters, Amma Software and Wizard Games.

I realise that this is quite a bit to ask for and if you could supply all or some of the details then I would appreciate it. I have not previously sent a letter to your mail section so maybe this could be considered as some mail like that in your readers mail section. It is very frustrating trying to find software from here and overseas when we do not have as easy access to details of the software and software companies which are all in Europe and especially England.

Using a fax to purchase software and contact companies in Europe is a lot less expensive and better for communicating about software availability and details with companies when purchasing from overseas, that is why I have asked for fax numbers.

I enjoy your magazine every month as it is of a great quality and very informative when concerned with the Commodore 64 (yes that's the grovelling part....). But I really enjoyed your best games of all time in different categories round up with the games which are available list and your programming diary. I look forward to hearing from you.
Diego Barros, Victoria

Blimey, quite a list there Diego, so let's see how we do. First of all, Kixx's fax number is (☎ 021 625 3236). You can get the Apex boys at P.O. Box 100, South Ockendon, Essex, RM15 5HD, Ocean's Fax number is (☎061 834 0650), Codemasters Fax number is (☎ 0926 817595), Wizard Games telephone number is (☎ 0723 376586). Hope that little lot keeps you happy.

SCANNER BANNER

Hello. A couple of points to make is what I have up my sleeve.

1 Why oh why in CF 37 did you only have one, yes one review. It's outrageous.
2 The Powerpack is improving every month. Keep up the good work.
3 Isn't Michelle Pfeiffer sexy.
4 Is Arsenal FC a game? How much does it cost? What is it like? (Arsenal are the best team in the Premier League). I think that's it, except for . . . The scanner is confusing!

Adam Thomas, Guildford

Ian Wright sings: "You put your left studded boot in, you pull your left studded boot out..."

Sorry? Can you speak English please.
1 **As I've already explained, we can only review the games that have been released, we'd reviewed everything else and so Aliens was the only game to get reviewed that month.**
2 **Thank you.**
3 **Most definitely. But very married as well, unfortunately.**
4 **It was going to be, but the publishers decided not to release it. As to the scanner, nice point well made.**

MAYHEM MASHER

Last month after a year of waiting I played the demo of *Mayhem in Monsterland* and to be quite honest was rather disappointed. I believe that many other C64 gamers will agree that for quite possibly the most hyped 8 bit game ever it falls somewhere short ➤

of the mark. I'm not for one moment suggesting that the game is rubbish, it most certainly is not. It's just that it fails to faithfully reproduce the feel of the Mario/Sonic escapades on which it is so clearly based.

I realise that due to the restrictions of the 8 bit architecture that these expectations may have been unrealistic, but I was hoping for more. My other comment directly linked to *Mayhem in Monsterland* is the amount of your magazine you have devoted to it over the last year. I accept that the amount of software being released for the C64 would hardly fill a magazine, so why not consider reducing the size of the magazine and decreasing the price?

The Christmas releases look good for this year, but looking ahead to 1994 I really can't see a niche in the ever expanding computer and video game market for the C64. I believe this to be a great shame because the kids of 7 or 8 today know nothing of real computers. Their only interest is in Segas and Nintendos. I'm now 15 and grew up with the 8 bit computers which makes me sad to see the market of these machines drain away, when I know deep down that they are good machines makes it even harder to take. However, I have had many years of entertainment from them so it is more of a celebration that they have remained popular computers for so long. I believe the time will come in the near future when the existence of your magazine will be brought into question. Please don't spin it out like *Your Sinclair* reviewing one budget re-release a month, go out with pride knowing that the C64 has made a vast contribution to the personal computer revolution.

Tim Sinclair

Right, first of all the hype. How can this be a bad thing if it gets the C64 a bit of much needed recognition? Since Hutch wrote that review, practically all of the other editors at Future Publishing have been round to see what all the fuss is about. These editors have been mightily impressed by the game, despite the fact that they've got more *Mario* and *Sonic* games than they know what to do with. Hutch also refutes your point about the 'feel' of the console platformers. He found *Mayhem* to be a far more intuitive game than *Super Mario World* on the SNES and points out that the variable jump heights, inertia and speed which Mario's so famous for are all in the Apex boy's game.

As to the amount of space devoted to the game in the magazine. *(I'd far rather fill the magazine with compos, reviews, previews and game diaries of current stuff than endless retrospective features. In this market, we're not going to see the likes of original product like Mayhem for a long time, if ever. Something tells me that everyone will miss it when the hype dies down - Hutch).* Thank you Hutch.

Your comments about the decline in popularity of computers (as opposed to consoles) is right on the money. However, I believer that the kids will eventually get bored with simply playing the games and will wonder how to create them. I strongly believe that the latter half of this decade will show a huge resurgence in the popularity of home computers. If I'm wrong then we'll lose our programming industry and all the games will come from the suits in Japan and America.

As to the life span of this magazine; we'll keep on creating CF every month until you lot stop buying it. As the number of software house reviews declines, I believe that smaller home based programming outfits will spring up and we shall simply review those programs. Anyway, a nice letter Tim, well argued and typed too.

HOW TO CODE MIM

I am not messing about so sit down, zip up and print my letter, or else.

1. Can you tell me a program that makes spites, like the ones the Apex boys used to make *MIM*.
2. Where can I get it and for how much.
3. What else do I need (what did the Apex twins use to make *MIM*) to make a game.
4. And how much do they cost and where can I get them from, eh matey?

Himesh Kathrecha, London

All this abuse, why do I put up with it?

1 **Try *Monster Mash* on the covertape.**

2 **You can get it with this magazine.**

3 **The Apex boys used a lot of experience and an in-depth knowledge of the C64. There are no shortcuts to creating a game like *MIM*. You can't just load up a program and instruct it to create a game. They programmed in machine code using an assembler and it took a long, long time. If you want to create the next *MIM* then read Jason Finch's techie pages, Jon Well's SEUCKcess feature and the Apex boys design feature and start learning to program. There's no easy way.**

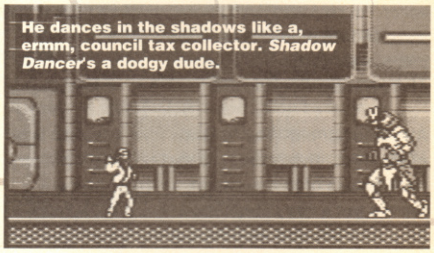
4 **You can get the experience you require by spending many hours learning about your machine. The only cost to you will be time. Have your got the perseverance to do it though?**

LONG LIVE C64

I have been a loyal *Commodore Format* C64 freak for over 10 years now and I have seen many changes in the good old Commodore.

1. The quality of the games have improved.
2. Graphics have improved.
3. Also the playability of all the games are still as good even getting better. All Commodore games are much more playable and take you longer to complete, which is much better than any console could do, eg, *Double Dragon* on MS is really easy. I could get onto the 4th level on my first go and I didn't even use one credit but on the Commodore version I am still having trouble getting off of the first level. You see the picture of the *Lemming* I sent with this letter is a present for you. Now some questions.

1. This is my first time writing to a magazine, how am I doing?
2. Are the Apex boys going to release *Creatures 1* & *2* and *Mayhem in Monsterland* on any other format including Amiga?
3. I have a friend who has an Amiga, claims he has *Creatures* for it. The only time I saw *Creatures* for the Amiga is when a demo of it was made for a magazine. Is this true?
4. Is there going to be a follow up to the brilliant *Mayhem in Monsterland*?
5. Do you think *Desert Strike* will be released on the Commodore because it has been released on every other format?
6. Could you ask the Gamebuster if he could print some cheats for *Xenophobe* and *Shadow Dancer* please and pretty please with sugar on top.
7. What do you think of *Lazer Squad* and *Cyberdyne Warrior*? I think they are brill!



He dances in the shadows like a, ermm, council tax collector. *Shadow Dancer*'s a dodgy dude.

8. Where can I get *Bug Bomber* from because I've been looking for it for years.
9. Please will you print this letter because I have bet my friends £10 that you will print it.

Chris Turvey, Huntingdon

10 years eh, that's a long time.

1 **Fine.**

2 **It looks that way, yes.**

3 **It is out, yes.**

4 **If enough people buy the original, then yes. Watch this space.**

5 **No.**

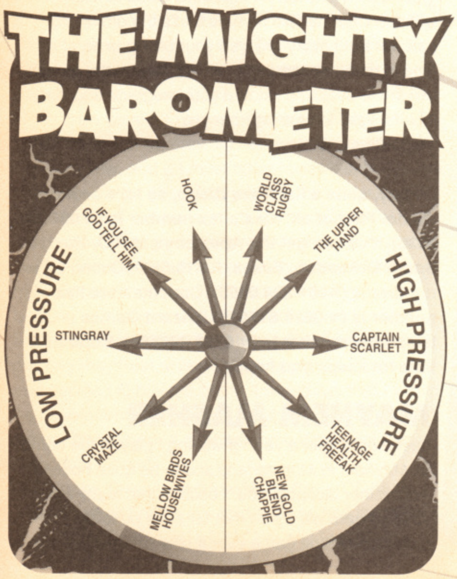
6 **Certainly.**

7 **Agreed.**

8 **Don't know, me too.**

9 **Better go out and buy some games with it then!**

THE MIGHTY BAROMETER



ADIOS AMIGOS

That's your lot then nose-pickers. If you'd like to send me some mail, get your letters off to me, The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please don't include an SAE with your letter as I cannot reply personally to any letters. I thank you all.

BETTER BY DESIGN

Fancy creating your own game? Don't know where to start? The Apex boys may have a word or two of advice for you...

PART 2: LIMITS

John and Steve Rowlands are the incredibly successful APEX duo,responsible for such classics as *Cyberdyne Warrior*, *Retrograde*, *Creatures*, *Creatures 2*, and *Mayhem in Monsterland*. Andy Roberts is the unofficial third member of the team, a long-time contributor to *Commodore Format* and *Total*, who worked alongside John and Steve on *Mayhem in Monsterland*. In this, the second of a three part series, they hope to shed some light on the world of game design.

SCRAP IT

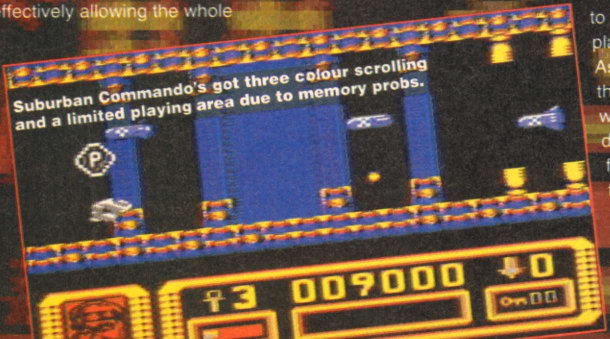
After last month's feature, you may already have several ideas to consider, but things might have to change. One of the main points to consider is the host machine, in other words the computer which the game is designed for (in this case the humble C64). It's all very well to come up with a good idea, but what happens if the computer simply isn't capable of running such a game? From now on, the machine's limitations need to be considered at every stage of development - every potential idea is a potential waste of time. There's no denying that the C64 is an incredible piece of hardware, considering it was designed nearly fifteen years ago. It has out lived the Sinclair Spectrum and overtaken the Atari ST. But it does have its limitations...

- The C64 only has 8 hardware sprites. These can be split with rasters,but a maximum of 24 is a realistic number (after that the processor tends to cough and splutter).
- The C64 has in-built hardware scrolling, effectively allowing the whole screen to be scrolled. However, the more you scroll, the more you limit the rest of the game. Colour scrolls use even more processing power, so most games utilise just 3-colour scrolling with a limited playing area (see *Suburban Commando*).
- The C64 only has 64k of memory, which is sub-divided between graphics,sound FX, music, and game code. A typical character set is 2k, 16 sprites take up 1k (and you'll need plenty of those), music and sound can take upwards of 2k, and code can be as much as 20k. Add to this the data to store maps and backgrounds blocks, and your latest game concept seems so much more unlikely.

This may look like the end of the road for your latest blockbusting game design, but try not to look on the downside. Take the ideas you have and adapt them to suit the C64. Hence the third rule of game design 'Don't give up, just compromise'. If you're designing a game to be sent to a prospective publisher, describe the basic structure (suitable for a machine such as the C64), along with improvements and embellishments (should the game be ported onto a much more powerful system).Once the basic structure of the game is determined (incorporating the limitations listed above), it's time to start developing your game, padding it out to give the concept some character. Remember that people will be playing the game for fun and enjoyment - keep that in mind, and try to make the whole thing as enjoyable as possible.

> Get a few like-minded friends around, crack open a few cans of pepsi™, and bounce ideas around

One good method of design is to sit down for a few days and play your 10-20 favourite games. As you play, jot down the things that really stand out, the parts which you really like. Now sit down and play your least favourite game, jotting down the things which could be improved. This also has another benefit, as you can observe how other games creators get over the various limitations of the C64. Don't be afraid to use an idea or technique that has appeared in a game already - as long as you can update it. For example, the main routines behind the game *Parallax* were taken from the early game *Bounder*. Two totally different games, but the basic parallax scrolling element is common to both. As the illustrious rapper *Ice Cube* might say, take an idea, improve it, then use it.


Suburban Commando's got three colour scrolling and a limited playing area due to memory probs.

After the huge game playing session, you should now be bursting with ideas to put in your game, but don't be restricted by your own imagination. Get a few like-minded friends around, crack open a few cans of Pepsi™ , and bounce ideas around. At the beginning of the *Mayhem* project, the three of us sat around a table for hours on end, simply throwing ideas around, until the final concept was established. Don't be afraid to come up with outlandish, stupid ideas - often they give other people ideas too.

All of which brings us along quite nicely to the fourth rule of game design 'Say what you're thinking, no matter how irrelevant'. Just like *Take That*, really. It's also a good idea to have a stack of paper handy to sketch down thoughts and ideas as you progress. This also has the benefit of establishing a style to the game - if you base the graphics on your sketches, that is. If you already have a distinct style of game, for example a game set in the Medieval era, then pop down to a library and pick out some books to aid your thinking. Do be careful not to stick too closely to the subject matter; don't be too serious. Try colourful abstract graphics, for example.

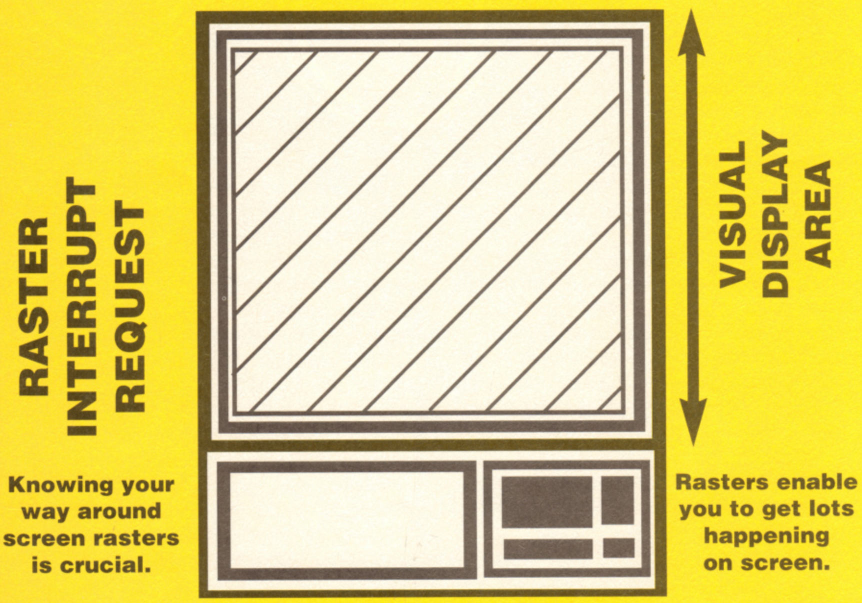
NEXT MONTH

In the next part of this series, we'll be looking at control modes, character abilities, and the myriad of little touches that make a game a classic or not.

SPRITE FIT

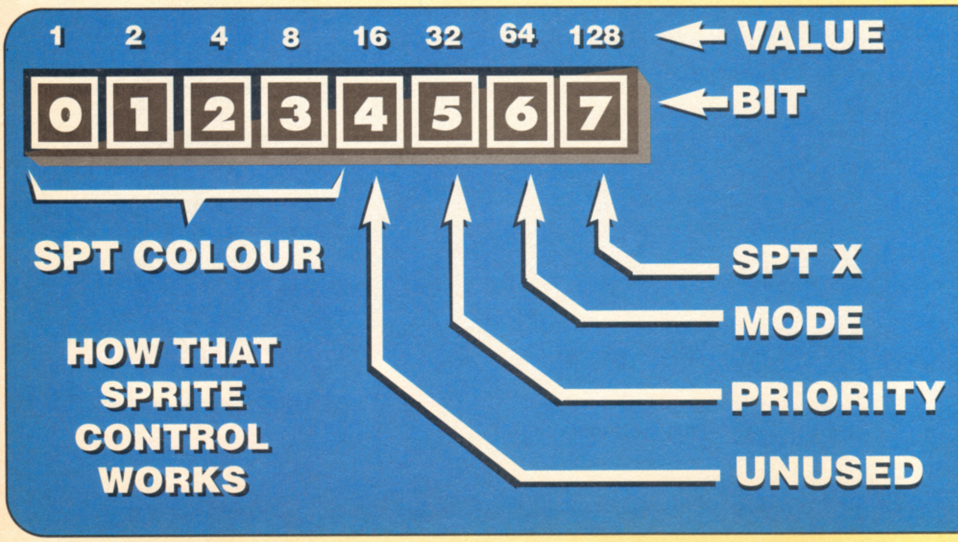
So you know the basics of programming, but you're a bit lost when it comes to moving sprites around the screen, right? Paul Black would like to introduce you to his friend Mr Multiplexor. Learn Mr Plexor's strange ways and you can get loads of sprites moving on-screen, rather than just eight.

HOW THOSE RASTERS LOOK ON YOUR TV



Knowing your way around screen rasters is crucial.

Rasters enable you to get lots happening on screen.



HOW THAT SPRITE CONTROL WORKS

MEET MR MULTIPLEXOR

Sprites are great. They make programming games a whole lot easier because the computer does the hard work for us. Most games, especially shoot-'em-ups need lots and lots of moving things. Missiles, aliens and tanks are just a few examples of sprites at work. The '64 has extremely good sprites, but unfortunately there are only eight of them, which isn't always enough, so what can we do about it? Da-Da, in steps Mr Sprite Multiplexor ('plexor to friends). With just one scan of a raster, another 24 sprites are born. What we're talking about here is multiplexing of the '64's resources, or more specifically its hardware sprites.

Multiplexing is a technique used in many applications to create virtual resources (the illusion of more sprites is the goal of a sprite 'plexor). Sprite multiplexing on the '64 relies on raster interrupts. A raster is an electronic gun that's repeatedly drawing the screen. Interrupts are a mechanism used to synchronise events, with sprite multiplexing, the synchronisation of displaying sprites is interrupt dependent. For a detailed description of raster interrupts I can fully recommend any of the books written on the C64 by Raeto C West, if you can find them! Anyway back to the 'plexor . . .

NITTY GRITTY

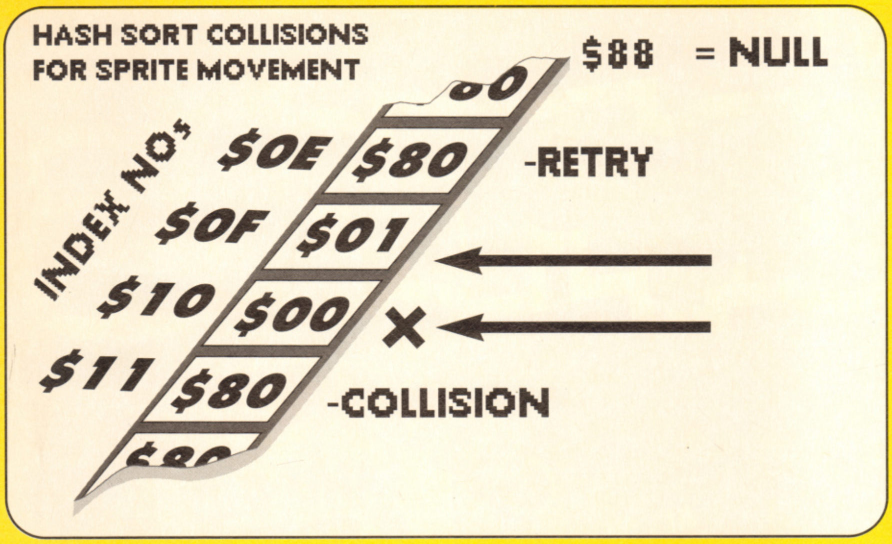
The basic algorithm goes like this:

1 Request a raster interrupt at the bottom border of the screen, outside the display so we can sort the sprites and be ready to display them as the raster begins drawing at the top of the screen.

2 All the sprites need to be sorted into display order, from the top down. Any sprites that are outside the visible display area can be discarded.

3 When sorted, we can display the first eight sprites from the list immediately. Any remaining are pushed onto a special stack and a raster IRQ (Interrupt Request) is set for below the first sprite drawn.

When an interrupt occurs a single set of sprite data is removed from the top of the stack and used to reposition the sprite that's just been drawn by the raster. We now continue to set interrupts and reposition sprites until the



stack is empty which signifies completion. This process runs 50 times a second with each screen refresh.

The sorting process is essential if the interrupt routine is to operate in a satisfactory manner. The sorting technique used here is a hashing sort. This has the advantage that it runs at a fairly decent rate and doesn't require excessive amounts of memory, but it does have a down side, namely collisions (more on this later). Basically the hash sort takes each item (a sprite) and calculates an index to a table based on its display order, the table is a fixed size and will hold more than the expected number of items. One feature of hashing is the annoying fact that some items may generate identical hash codes or index and thus try to occupy the same slot in the table, this is termed 'a collision'. There are various strategies to combat this problem, here we 'back-off' and try the next slot above the current one until we find a vacant slot or run out of table in which case the sprite is discarded. The ins and outs of hash sorts can be found in any decent database or programming manual, so I won't go into the subject further.

The '64 has extremely good sprites, but unfortunately there are only eight of them, which isn't always enough

TIME TO SORT

All that sorting is rather time consuming, but needs to be done while the raster is off the visible display area; this is where interrupts come into play. Mr 'plexor relies on them and the first is set for the bottom of the screen, where sorting is done (see display diagram).

The hash sort will have done its bit before the raster begins drawing the screen at the top again, just as well 'cos we have to read down the hash table and set up some sprites. Only the first eight are tackled here, any others are saved on a special stack, then after the raster has drawn the previous sprites new information is loaded into old Mr VIC. This setting and waiting for the raster to draw each sprite is continued until every sprite has had the treatment - and hey presto, we have 32 brill sprites ready for action!

CODE GREEN

After that quick run down, let's dive straight into code! Don't worry, there's plenty of commentary and descriptions of worthy chunks of code.

The code above defines some constants and variables for the program. Each sprite variable works in a similar fashion to the normal VIC sprite registers, therefore familiarity with standard sprites is necessary to understand the capabilities of this program. However, the control variable (SPTCTRL) contains information on colour, priority, mode and the 9th bit of the X coordinate in a compact way.

```
                    ;"@:MUX 32.SRC"
                    ;======================
                    ; SPRITE MULTIPLEXOR
                    ; BY P.BLACK, JUNE 1993
                    ;======================
                    .ORG     $1000
                    JMP SETRAST
NUMSPTS             =32        ;CONSTANT VAR.
MUXTEMP0            =$FB       ;TEMPORARY STORAGE
MUXTEMP1            =$FA       ;AS ABOVE
MUXSPT              =$FC       ;MULTIPLEXED SPRITE
NUMSPTAB            =$FD       ;NO SPRITES IN TABLE
SPRPTR              =$03F8     ;CONSTANT VAR.
MUXSTACT            =$FE       ;STORE FOR MUX STACK
SCREEN              =$0400     ;CONSTANT VAR.
                    ;* SPRITE VARIABLES *
SPTENB              .BLOCK NUMSPTS     ;OFF = 0
SPTX                .BLOCK NUMSPTS     ;X COORD
SPTY                .BLOCK NUMSPTS     ;Y COORD
SPTPTR              .BLOCK NUMSPTS     ;SHAPE
SPTCTRL             .BLOCK NUMSPTS     ;CONTROLLER
```

HAVE A NIBBLE

From the diagram above we can see that the lower nibble contains the 4 bits necessary to select from the '64's available colour palette. Bits 5, 6 and 7, respectively control the sprite to background priority, multi-colour or hires mode and the MSB for horizontal positioning. Bit 4 is unused in this implementation, but this shouldn't deter your from updating the 'plexor to include other useful capabilities.

This is it, the first main task Mr 'plexor must undertake starts here - the hash sorting stuff. The code above floods the table with null, ready to accept sprite IDs. The value $80 is used as null because it's dead easy to test for (using BPL, BMI, etc), and the IDs won't clash with it (they're all less than $20).

```
SPTABLE  .BLOCK   $40          ;HASH TABLE
SETBIT   .BYTE 1,2,4,8,16,32,64,128
CLRBIT   .BYTE $FE,$FD,$FB,$F7,$EF,$DF,$BF,$7F

SETRAST  SEI
         LDA #$7F               ;SET UP RASTER
         STA $DC0D              ;INTERUPTS
         LDX #$FF               ;WITH RAST
         STX $D019              ;BEGIN AT
         INX                    ;POSITION $0100
         STX $D012              ;& VECTOR TO
         INX                    ;THE INTERUPT
         STX $D01A              ;SERVICE ROUTINE
         LDA #$9B               ;(ISR FOR SHORT)
         STA $D011
         LDX #SERVIRQ&255
         LDY #SERVIRQ/256
         STX $0314
         STY $0315
         CLI
         RTS

SERVIRQ  JSR RESVSPR            ;SERVICE MUX
         JMP $EA31              ;SCAN KEYS
         ;
RESVSPR  LDX #$00               ;RESET VARS
         STX NUMSPTAB           ;SPTS IN TABLE
         STX $D010              ;X MSB
         STX $D015              ;ON/OFF
         STX $D01B              ;PRIORITY
         STX $D01C              ;M.C.MODE
         ;
         LDY #8-1               ;FLOOD TABLE
         LDA #$80               ;WITH NULLS
RESV0    STA SPTABLE,Y
         STA SPTABLE+$08,Y
         STA SPTABLE+$10,Y
         STA SPTABLE+$18,Y
         STA SPTABLE+$20,Y
         STA SPTABLE+$28,Y
         STA SPTABLE+$30,Y
         STA SPTABLE+$38,Y
         DEY                    ;DEC LOOP INDEX
         BPL RESV0              ;FINISHED LOOP
```

The next section of code does the actual insertion into the hash table. The diagram above illustrates an example of collision, back-off and retry. Did that all make sense? Tune in next month for more.

NEXT MONTH

Paul continues his exploration of sprites and multiplexing, with more listings and some dubious references to nibbles.

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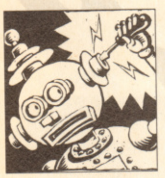
TECHIE TIPS

In which the enigmatic Jason Finch answers all your really technical questions without once refering to Jeanie, his housekeeper or Rayon, the poodle next door. But then he's odd like that...



EVERYTHING CHANGES

Dear Techie Tips,

1 I have bought an *Action Replay* cartridge, but here in Holland there is another cartridge called *The Final Cartridge.* Which cartridge would you buy if you were: a) a programmer, b) a gamesplayer and c) a hacker ?

2 In CF31 you gave a listing showing how to save a screen full of text to a sequential file and how to load it again. How do I print such a screen? I have tried everything to change a POKE number into a correct CHR$ number but absolutely nothing works.

3 Why does the pound sign appear as a hash sign when printed?

4 What has The *Final Cartridge 3* got that *The Final Cartridge 1* or *Action Replay* do not have?

5 Will a cruncher also crunch a backup made with *Action Replay*?

Louis Somers, Rotterdam, Holland.

1 **Action Replay scores twices and The Final Cartridge once. If you're a BASIC programmer go for *TFC*, if you're a gamesplayer go for *AR*. If you're a bit of both, stick with *AR*. Hutch swears by the *Action Replay cartridge*, but then he's a crap gamesplayer who needs help.**

2 **You've already discovered the problem with dumping a screen to the printer; everything changes on the side of CHR$ codes. The following program will sort it all out for you, and will cope with graphics characters, lower case mode and reverse mode:**

```
100 REM EVERYTHING CHANGES BY J.FINCH
110 S=1024:M=PEEK(53272):OPEN 4,4
120 IF M=23 THEN CLOSE 4:OPEN 4,4,7
130 FOR Y=0 TO 24:L$=CHR$(146)
140 FOR X=0 TO 39
150 P=PEEK(S+Y*40+X):R=0
160 IF P>127 THEN P=P-
128:R=1:L$=L$+CHR$(18)
170 IF P<32 OR P>95 THEN
L$=L$+CHR$(P+64):GOTO 200
180 IF P>63 AND P<96 THEN
L$=L$+CHR$(P+32):GOTO 200
190 L$=L$+CHR$(P)
200 IF R=1 THEN L$=L$+CHR$(146)
210 NEXT X:PRINT#4,L$
220 NEXT Y:CLOSE 4
```

3 **That is, in this case, all to do with Commodore ASCII and standard ASCII. You may find that when you enter a hash sign it turns into a pound sign as well. It's a big conspiracy to confuse people. It happens on other computer systems too because keyboard layout maps don't correspond with printer codes.**

4 **It's got a fancy pull-down menu system.**

5 **A cruncher will crunch any program, so long as you give it a start address. For programs saved with AR, that is 2061 ($080D).**

SWITCH BANKS

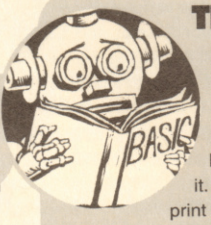
Dear Techie Tips,

I've got a world-beating BASIC program about 120 blocks in length containing five sprites that I can't use, 'cos if I do they eat my program! I've tried putting them right up the top end of memory, but then I can't get them onto the screen. I've tried using the lines "POKE 56578, PEEK(56578)OR3" and "POKE 56576, (PEEK(56576)AND252)OR A", remembering to substitute a bank number for "A", but all I get is a screen full of visual gibberish and a crashed proggy.

On behalf of an entire universe full of C64 users whose letters to Commodore go unanswered, I put the future of humanity in your grubby little paws in the hope that you can save us all from spritelessness and scrambled games by telling us:

1 Are those lines I quoted right?

►



THE GHOST OF PRINTER 801

Dear Techie Tips,

1 I have just bought a second-hand MPS801 printer but there was no manual with it. Could you tell me how I can print out programs without having "READY" at the bottom of the page?

2 What are the slots on the inside of the printer for? There are eight of them and one has a red arrow over it.

3 How do you remove a sheet from the printer without wasting almost another full sheet?

4 How do you use the OPEN 4,4:CMD 4:LIST command? When I use it I can print out on program but I then have to go through the hassle of turning the C64 off because if I don't I get a "file open" on the screen, nothing prints out. So how do I change file numbers?

5 Where can I get a manual for the MPS801?

John Conlon, Dublin.

1 **The only easy way you can do that is to anticipate it and quickly flick the power switch before it gets to it. Alternatively, it is possible to write a program that will print out other programs by reading the Basic memory area. That way you could omit the READY at the bottom. Be honest though, is it really that big a hassle?**

2 **They control how close the print head, and the ribbon, is to the paper. So if your printing is a bit too dark, you can move the ribbon a fractional distance away from the paper by altering the position of the piece of metal that should be jutting out of one of those slots. The red arrow is the standard setting.**

3 **You should be able to wind the paper back if you are careful. Turn the paper feed knob anticlockwise and pull the paper slowly from the back of the printer as you do so.**

4 **When the printer has finished, enter PRINT#4:CLOSE4 to close the printer channel. That way you won't need to change file numbers because you will be closing the original file properly.**

5 **You could try advertising in Uncle Dave's Buy-A-Rama or some other classifieds. Trying to get one from Commodore is likely to be unproductive.**

2 If so, where and when should they be used, bearing in mind that I need to have the sprites on screen at the same time as my user-defined graphics.
Barney McAldwick, Eastbourne.

1 Yes, but you replace the A by 'three minus the bank number' and not just the bank number you want.
2 They should be used right at the beginning of the program, together with a couple of other POKEs. The program below will, given your desired screen memory and character memory locations, work out the relevant POKEs for you. Bear in mind the screen and characters must be in the same bank - the same block of 16K in the computer. I suggest you aim to put your screen at 49152 ($C000), your characters at 51200 ($C800), and your sprites at 50176 ($C400). That will keep them out of the way of Basic. If you do that, POKE 50168,16 will give your first sprite the right definition.

```
1 SM=49152:CM=51200
2 B=INT(SM/16384):PG=SM/256:PT=1016+SM
3 VR=(SM-B*16384)/64+(CM-B*16384)/1024
4 P$="POKE(56576)AND252"
5 IF B<3 THEN
P$="("+P$+")OR"+MID$(STR$(3-B),2)
10 PRINT:PRINT "BANK =";B:PRINT
20 PRINT "SCREEN MEMORY =";SM
30 PRINT "CHAR MEMORY =";CM
40 PRINT "SPRITE PTRS =";PT;"-";PT+7
50 PRINT
60 PRINT "POKE 56578, PEEK(56578)OR3"
70 PRINT "POKE 56576, ";P$
80 PRINT "POKE 53272,";VR+1
90 PRINT "POKE 648,";PG
```

For those of you who thought a bank was just somewhere that kept your money, a future Casebook entry will look at C64 banking in rather copious amounts of detail. *(Incidentally Jason, I've just switched banks. I used to be with Midlands but I've now changed to Nat West. They really are a lovely bunch of people. Now about that extended overdraft that you rather lovingly promised me Mr Bank Manager, sir - Hutch).*

INFORMATION BANK

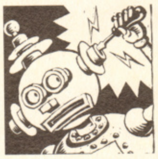
TWO AT ONCE

Dear Techie Tips,
I am trying to write a game in which you are a little car. I am using bitmap mode for the graphics as the car leaves a trail behind it.
1 The bitmap screen takes too long to clear - can you give me a machine code routine which clears the screen quickly?
2 I want to have two players playing simultaneously. How shall I have them on and moving at the same time? Do I need to use interrupts?
3 How many interrupts can you have working at the same time?
Matthew Divers, Dunbar.

1 **Enter the Basic loader below and RUN it. To clear the bitmap screen - at 8192 - just enter SYS 49152,C where C is a number from 0 to 255 which corresponds to the colour of the screen and the bitmap itself. It's the number you'd normally store in the screen memory at 1024-2023. The routine itself doesn't actually switch bitmap mode on, but will clear the bitmap and initialise screen memory for you.**

```
0 REM BITMAP CLEAR BY J.FINCH
1 FOR X=49152 TO 49202:READ
Y:C=C+Y:POKE X,Y:NEXT X
2 IF C<>7097 THEN PRINT"DATA ERROR":END
3 PRINT "TO CLEAR BITMAP ENTER:"
4 PRINT "SYS 49152,COLOUR"
10 DATA 169,000,162,032,133,251,134,252
11 DATA 168,145,251,200,208,251,230,252
12 DATA 166,252,224,064,208,243,032,014
13 DATA 226,032,158,173,032,247,183,165
14 DATA 020,162,000,157,000,004,157,000
15 DATA 005,157,000,006,157,232,006,232
16 DATA 208,241,096
```

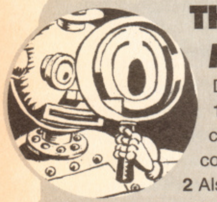
2 **No, there is no need to use interrupts for that sort of thing. Have you not considered joysticks? It is quite easy to read both joystick ports together - or rather one after the other. If you keep an eye on my Casebook you should find a bit about reading two keys from the keyboard at the same time; that might prove more than just a tad useful.**
3 **There are various interrupts you can have working *(You mean like this one for instance Jason? - Hutch)*, but essentially you only need one working at a time. You can make it so that each time it calls the interrupt the computer does something different, or tell it to go to a different routine on the next call simply by changing the interrupt vector during the interrupt.**



GOT NO HARE

Dear Techie Tips,
I am writing a game that uses a multicolour bitmapped screen as the background. You play the part of a big rabbit that has to go around collecting carrots and various other things, while avoiding the baddies. Sounds naff, I know, but it won't be. Well, it will unless I can work out how to display the big rabbit sprite; bits of it keeps disappearing. Why does this happen and how can I prevent it?
Kevin Glen, Leeds.

The only thing I can think of is that you have got the background priority set - that's the thingy at location 53275. If that's set then parts of the rabbit will disappear "behind" different parts of the background, making your rabbit seem altogether weird. To get around it you just have to make sure that you don't set background priority for your big rabbit sprite.



THE TIME MACHINE

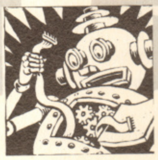
Dear Techie Tips,
1 How can you use the TI$ command to get a timer counting backwards?
2 Also, how can you make it only count in seconds?
Colm McCarthy, Dublin.

1 **The best way to get a countdown *(I'll have one from the middle, two from the top and three from the bottom please - Hutch)* timer is by resetting TI$ to "000000" and then by using the variable TI to tell you how many seconds have gone past. Then subtract this from your starting time (180 seconds in the example) and convert it into minutes if you get the urge. That's what the following program does:**

```
10 TI$="000000"
20 C=180-INT(TI/60):IF C<0 THEN C=0
30 M=INT(C/60):S=C-M*60
40 M$=RIGHT$("0"+MID$(STR$(M),2),2)
50 S$=RIGHT$("0"+MID$(STR$(S),2),2)
60 PRINT M$;":";S$;CHR$(145)
70 GOTO 20
80 REM C=COUNT M=MINUTES S=SECONDS
```

2 **To get it to only count in seconds you simply don't convert it into minutes. Take out lines 30 onwards and replace them with these teasing codelets:**

```
30 S$=RIGHT$("00"+MID$(STR$(C),2),3)
40 PRINT S$;CHR$(145)
50 GOTO 20
```



CENTRE OF ATTENTION

Dear Techie Tips,
1 I am trying to write a program that keeps information about my games. I want the titles to be displayed on the screen in the middle of each line. Is there a simple way to work out how far to TAB each title so that it is printed centrally because at the moment I am having to put a load of spaces before the titles.
2 Could you please write a short routine for me that will print the outline of a box of any size, using the keyboard graphics, anywhere on the screen.
Thanks very much.
Ian Clements, Liverpool.

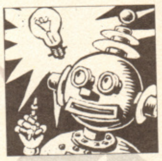
1 **To print a title centrally you first have to work out how many characters long the title is. Then work out how many characters either side of it you need - you do that by dividing remaining space in two. Try this:**

```
10 INPUT "ENTER YOUR NAME";N$
```

```
20 A$="HELLO "+N$
30 PRINT TAB((40-LEN(A$))/2);A$
```

2 Enter the following program. It uses the keyboard graphics as you mentioned and PRINTs a box to the screen. Look at lines 20 to 40 if you want examples of how to go about it. X and Y are the co-ordinates of the top left of the box and W and H are variables for the width and height of the box.

```
10 PRINT CHR$(147)
20 X=30:Y= 0:W=10:H=10:GOSUB 100
30 X= 5:Y= 5:W=10:H=15:GOSUB 100
40 X= 8:Y=10:W=25:H=12:GOSUB 100
50 END
100 REM DRAW BOX
110 Y1=Y:X1=X:GOSUB 240
120 PRINT CHR$(176);:C=192:GOSUB
210:PRINT CHR$(174)
130 FOR A=1 TO H-2
140 Y1=Y+A:GOSUB 240
150 PRINT CHR$(221);:C= 32:GOSUB
210:PRINT CHR$(221)
160 NEXT A
170 Y1=Y+H-1:GOSUB 240
180 PRINT CHR$(173);:C=192:GOSUB
210:PRINT CHR$(189)
190 RETURN
199 :
200 REM DO HORIZONTAL BITS
210 FOR K=1 TO W-2:PRINT CHR$(C);:NEXT
              220 RETURN
                229 :
230 REM POSITION CURSOR
240 POKE 781,Y1:POKE 782,X1:POKE 783,0
250 SYS 65520
260 RETURN
```



ICED OVER

Dear Techie Tips,

I am having some problems making DATA statements from sprites I have created using your superb sprite editor, FROST. Could you give me a breakdown of exactly what I have to do to get DATA?

V.Koksvik, Norway.

To get DATA statements into memory, try this from first loading FROST. If you can get the DATA statements for the demo 'star' sprite then you should be able to get your own ones.

1. **Select MAKE DATA from the PROJECT menu.**
2. **Enter 128 as the start sprite number.**
3. **Enter 128 as the end sprite number.**
4. **Enter 1000 as the start line.**
5. **Enter 10 as the line step.**

You should then find that when you exit to Basic by selecting QUIT, there is a Basic program in memory which consists of DATA lines. To make more DATA you change the start and end sprite numbers. The "start line" is the first line of DATA that you wish to create and the "line step" is the difference between line numbers. You will get errors if the Basic program generated is too long to fit into memory or if it would overwrite one already there… ...hello? Anyone ther? helo? Damn thisd compter. ello? Dam it. $ were did i putt that othur keybord. Youv got too hwlp me. it's Frames her. ive managud t gett thus portbl computr wrkin… but th pwer iss a bitttttt loe. listn im stk in a prisn somewere an i want too goh hame. plis sent halp. im rning low on snaaaakss und myy celmate snors… is thur inyone theyre ? Sund hutchhhh *^ or@ somne da&m… send hlp sooooon. Com bck her ratttie. Dont bit that leaaad…

GOT A PROBLEM?

Jason Finch is more than willing to answer all your technical queries, so write to him at Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please remember that Jason *cannot* reply to any letters personally, so please don't include a self addressed envelope. This boxout has been brought to you by PowerGen: *We're working hard to spark you up.*

QUICK SHOTS

Is it, in your opinion, possible to create a lookalike diagonal rastersplit? And where is the colour ROM located on the C64?

E.Spijker, Holland.

I've seen lookalike vertical ones so I guess a diagonal one wouldn't be out of the question. The colour ROM is securely stored on one of the C64's chips so you can't get at that. The colour RAM, however, is located at 55296-56295 ($D800-DBE7 for those that like their numbers in hex).

I am in the process of making my own game but I want to move my character using a joystick in port one. How do I do this?

Himesh Kathrecha, London.

```
5 REM LEETLE PROGRAM FROM CF
10 J=255-PEEK(56321)
20 PRINT CHR$(147)
30 IF (J AND1) THEN PRINT "UP    ";
40 IF (J AND2) THEN PRINT "DOWN  ";
50 IF (J AND4) THEN PRINT "LEFT  ";
60 IF (J AND8) THEN PRINT "RIGHT ";
70 IF (J AND16)THEN PRINT "FIRE  "
80 GOTO 10
```

Is there a 3.5" disk drive available for the C64? If there is, please tell me where I can obtain one and how much it will cost.

Lee Hedley, Newcastle.

The Commodore 1581 disk drive takes standard double density 3.5" floppies, and formats them with 3160 blocks free. They're not available new in this country any more and you'd be very lucky to find one second-hand. There is a new high density drive been released for the C64 by Creative Micro Designs Inc. in the USA. You could write to them at PO Box 646, East Longmeadow, Massachusettes, USA if you want more details.

How do I get my 64 to wait until the space bar has been pressed before continuing with the rest of the program?

Paul Gibbs, Leeds.

There are quite a few ways of testing for the space bar, but by far the easiest to understand is the following:

```
10 PRINT "PRESS SPACE BAR"
20 GET A$:IF A$<>CHR$(32) THEN 20
30 PRINT "THANKS"
```

Could you please tell me where I can find a cheap compatible printer for my C64? Also, which make and model would you recommend?

E.Bridges, Hillingdon.

Try OASIS, 14 Ridgeway Road, Salisbury, Wiltshire, SP1 3BU. (0722) 335061. They should be able to set you up with a compatible printer for around ú150. So far as makes and models are concerned. There are plenty of decent printers that I could recommend; Citizen, Star and Commodore MPS printers are usually safe bets.

What do RAM and ROM stand for and what is the difference between them?

William Maye, Plymouth.

RAM is Random Access Memory and ROM is Read Only Memory. The major difference is that you can play about with the RAM and change it, whereas you can't do anything with the ROM except read it. That's because the ROM holds the brains of the computer - its Basic interpreter and its Input/Output routines. Also, the majority of the RAM is wiped when you switch the computer off; the ROM stays as it is.

Got to grips with binary data yet? Read on to discover why peeking and poking is so important to bitmap mode. Jason Finch lifts the clouds of confusion...

DR FINCH'S CASEBOOK

So how did you all cope with the balls and boxes theory? In this third and final instalment on bits, binary and locations, we're going to delve even further and find out exactly how to control which balls go into which boxes. Not only that, but I'll be showing you just why POKE 53265, PEEK(53265) OR 32 switches bitmap mode on. Do please try to control your excitement or I'll have to sedate you with the gas...

IT'S LOGICAL

Originally Mr Spock did offer to tell you about the logic side of stuff, but seeing as how he's currently zooming around the galaxies, you're going to have to put up with me. Basically the two commands you should be interested in are AND and OR. Remember how the money bags were represented by 0s and 1s? If you wanted a bag you gave it the number 1, otherwise a 0. The same is true with these balls and boxes. If the ball is in its box, then you say that box is a 1-box. If the box is empty it is a 0-box.

So, taking the example from last month, you POKE 53265,56. Boxes 32, 16 and 8 at location 53265 all have balls in them - that was where we left it last month. So, working from the highest value down, box 128 is a 0-box, box 64 is a 0-box, 32 is a 1-box, 16 is a 1-box, 8 is a 1-box, and 4, 2 and 1 are all 0-boxes. String all those numbers together like we did with the money bags representation and you get 00111000. Cunningly enough, this is the binary equivalent of the number 56.

LET'S PLAY BALL

The command for taking balls out of boxes, or for seeing which balls are in their boxes is AND. You tell AND which balls you are interested in using the 1-box and 0-box theory. Imagine you want to find out if the "Bitmap Mode" and "Extended Background Colour Mode" balls are in place at location 53265. They would normally go in the 64 and 32 boxes. They are the only two you are interested in, so our representation is 01100000 (remember the 0s and 1s correspond to 128,64,32,16,8,4,2 and 1 from left to right). It works like this:

Binary	Decimal
00111000	56
01100000 AND	96 AND
00100000	32

That means that 56 AND 96 gives 32 as the answer. Try it from Basic with the command PRINT 56 AND 96. But how do you get that number? Well, work from left to right looking at the two numbers above the line at each position. If the top number and the bottom number are both 1s, then you write a 1 below the line. If either or both of the numbers are 0s then you write a 0 below the line. Let's do it right here:

0 AND 0 = 0
0 AND 1 = 0
1 AND 1 = 1
1 AND 0 = 0
1 AND 0 = 0
0 AND 0 = 0
0 AND 0 = 0
0 AND 0 = 0

HANDY AND

The numbers that you get from ANDing each individual pair of numbers are strung together into an 8-bit binary number, in this case 00100000 - the decimal equivalent being 32. But what does that mean? Well, you tested which of the boxes had balls in. You were interested in only the 64 box and the 32 box. Out of those two the answer was 32. So only the 32 box has a ball in it.

That approach to AND is useful for "testing" which bits are present. That's why in programs that read the joystick fire button, you often see IF PEEK(56320) AND 16 THEN... because PEEK(56320) gives the "value" of the joystick port, and 16 is the box that corresponds to the fire button. If the answer that comes back is a 0 then the ball is not there and fire has not been pressed. With me so far? Good.

Where's this final front ear then? Eh?

AND can also be used for 'clearing'. If you want to wipe out, say, the three balls in the right hand boxes but leave the other balls the way they are, you AND with 11111000 because you are only interested in what's in the 128,64,32,16 and 8 boxes. Let's look at an example whereby the location already has its balls set up as 11011011.

Binary	Decimal
11011011	219
11111000 AND	248
11011000	216

The ball situation in the five left hand boxes remains as it was but we've got rid of any in the three on the right. Remember that you only write a 1 below the line if both numbers above the line at that position are 1s also. Which brings us on to...

BALL CONTROL

The opposite of AND is OR; instead of clearing bits, it sets bits. Other than that it works in exactly the same way. So, say you wanted to set multicolour mode. This is controlled by shoving the ball with value 16 into the corresponding box at location 53270. So POKE 53270,PEEK(53270)OR16 will do the job. But why? Well, the PEEK(53270) reads in the ball situation at 53270 (say this is 11001000 already) and the OR16 does this:

Binary	Decimal
11001000	200
00010000 OR	16
11011000	216

So now you have effectively put the 16 ball into its box. The inspector comes along and sees you have done this and then switches multicolour mode on for you. But how does OR work at each individual position from left to right?

IT'S ILLOGICAL CAPTAIN

1 OR 0 = 1
1 OR 0 = 1
0 OR 0 = 0
0 OR 1 = 1
1 OR 0 = 1
0 OR 0 = 0
0 OR 0 = 0
0 OR 0 = 0

So that is how the answer of 11011000 is reached. If one or both of the numbers above the lines are 1s then you write a 1 below the line, otherwise a 0.

GOT THAT?

So with AND, you only write a 1 below the line if the top number AND the bottom number are 1s. With OR, you write a 1 below the line if the top number OR the bottom number OR both are 1s. AND is used for testing or clearing bits (taking balls out of boxes), and OR is used to set bits (put balls into boxes). If you have any problems understanding this and the last two Casebook extracts *(Explain that bit about the balls again Jason! - Hutch)*, drop me a line and I'll follow it up in Techie Tips. Till then.

MAYHEM

Here's Andy Roberts to take you through the first part of our massive guide to Mayhem – an obscure game which appeared in the autumn of 1993 to a round of applause and a gentle sigh.

Looks like it's going to rain in Monsterland. Best pack a brolly.

Can it really be a year since the 13-page *Creatures 2* tips special? Er, no. In actual fact it's thirteen months but heck, who's counting? The circumstances are the same, though; the extraordinary talents of John and Steve Rowlands have produced another classic game – *Mayhem in Monsterland* – and it's my task to expose everything the game has to offer, including the whereabouts of every hidden bonus, extra life, continue, and dust bag. Make sure you're here for the next three months. You'll *only* find these tips in *Commmodore Format.*

MAYHEM: A USER'S GUIDE TO DINO-DESTRUCTING

Walking: Mayhem has a variable walking speed, increasing the longer he walks (it takes a second or two to reach top speed). Mayhem is vulnerable when he's walking, but there is a more efficient method of travel throughout Monsterland…

Charge: When the charge icon has been collected (on the happy version of Jellyland), Mayhem is able to charge around at incredible speeds. In this state, most monsters can be killed simply by charging into them, but there are some exceptions (see the bit on monsters).

Skidding: When Mayhem is in charge mode, pushing the joystick in the opposite direction will make him skid (Mayhem is vulnerable while skidding). The longer the joystick is held, the shorter the skid. Experienced players can use long skids to their advantage, though (see finish line).

Ducking: Apart from ducking under bullets and the like, Mayhem's ducking ability allows him to get underneath low platforms (using a combination of walking and ducking movements). There are many hidden bonuses which can be reached using this technique. Mayhem can also duck whilst charging – just pull down on the joystick.

Jumping: Mayhem can actually jump approximately ten different heights, which depends how long the joystick is held in the 'jump' position. He will jump at least his own height (about 21 pixels), and can jump as high as 64 (3 times his own height). Mayhem can jump whilst walking and charging – needless to say he can jump much further when charging. If Mayhem jumps up and hits a platform above, he'll cradle his head (very cute), but there are certain platforms which he can jump up through (likewise, he can drop through them by pressing fire and pulling down).

Falling: Mayhem can fall any distance and not suffer at all, unless he collides with an enemy (he will either kill it or die, depending on the monster – see monsters). He can also be guided as he falls, which comes in handy when platforms are scarce. Mayhem also has strength, which increases as he falls. For example, a monster with a hit-count of three will take three normal jumps to kill, but if Mayhem drops from the top of the screen the monster will die instantly.

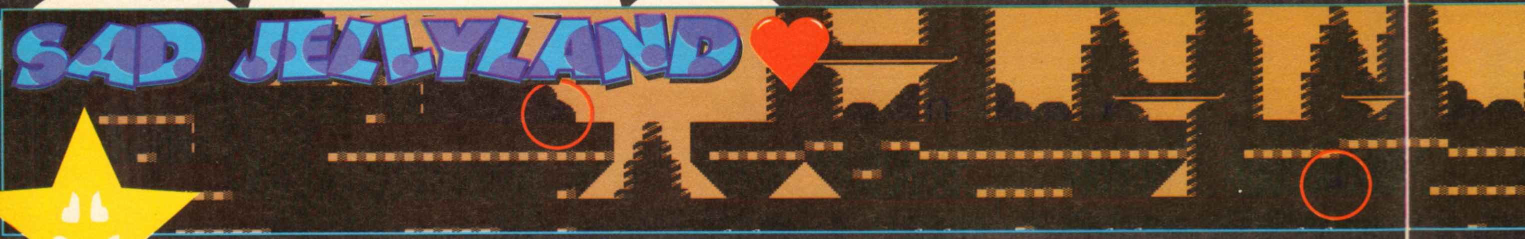
Lives: Mayhem starts with 3 lives and 3 continues, and extra lives are earned for every 100,000 points scored. There is a little bug in the game which screws up the score display if it goes over 10 lives, but this doesn't affect the actual amount of lives remaining. He also has a half life, which is basically two chances per life. When Mayhem is hit by a monster, he will lose his half life (and gain temporary invincibility for roughly five seconds). If he gets hit again, a life will be lost. Lives, continues, and half-lives can be restored by picking up bonuses (see bonus icons).

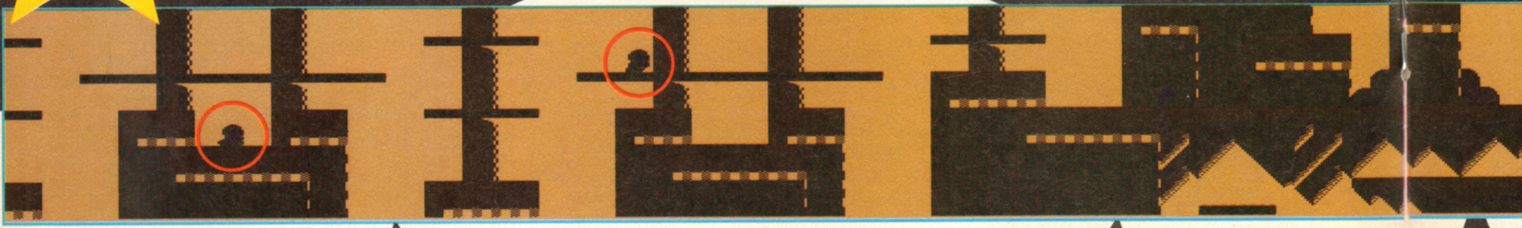
Time limits: Mayhem really has a tough task of making it through Monsterland, and the time limits increase the pressure even further. These limits vary from level to level, and it pays not to hang around too much. When the time reaches 60 and 30 seconds, a warning alarm will sound and the time digits will flash. Take comfort in the fact that the time-limits are not real time – one second in the game represents one and a half seconds in real time. The time limits are restored when Mayhem loses a life (or indeed, collects the appropriate icon – see bonus icons).

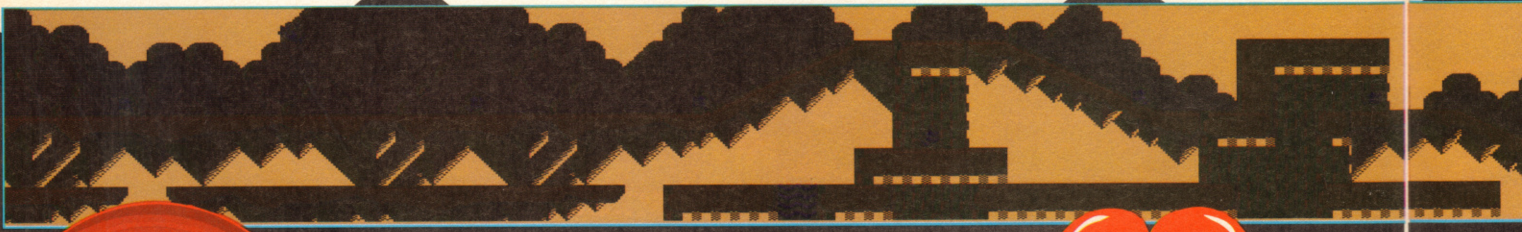
Restart doors: These are little archways dotted throughout each level which can be activated by walking into them. When Mayhem dies, he'll return to the last door activated (if no door has been activated, he'll return to his default starting position). Only one restart door is active at any one time. As an added incentive to reach a restart door, Mayhem's half-life will be restored when the door is activated.

Magic dust: On the sad versions of each level, Mayhem is required to collect a designated quota of magic dust bags. Once the quota has been collected, Mayhem can proceed to Theo's cave to convert the level. Any further bags collected after the quota has been reached will earn Mayhem valuable bonus points. As you gain more experience, you can seek out the remaining bags.

Stars: The purpose of the happy level is to collect the required amount of stars shown by the star quota (this includes the big star – see bonus icons). When the quota has been reached, Mayhem can proceed to the finish line to complete the level (see finish line). Collect every single star and a Super Star Bonus will be awarded upon completion of the level – this will earn Mayhem 1,000,000 points and an extra life. The spinning stars hide a cunning secret; the faster they are spinning, the more points they're worth.


SAD JELLYLAND





MAYHEM: SAD JELLYLAND

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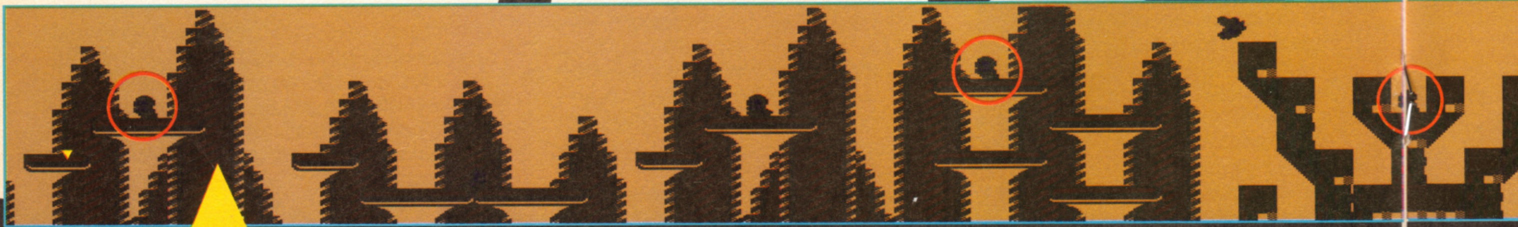
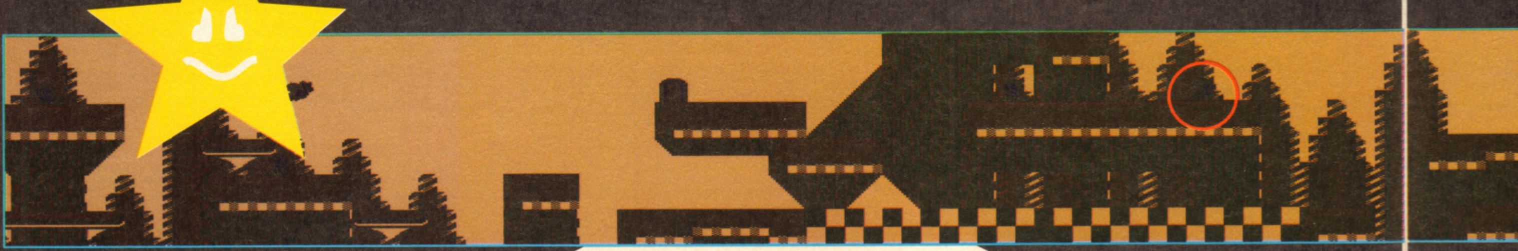
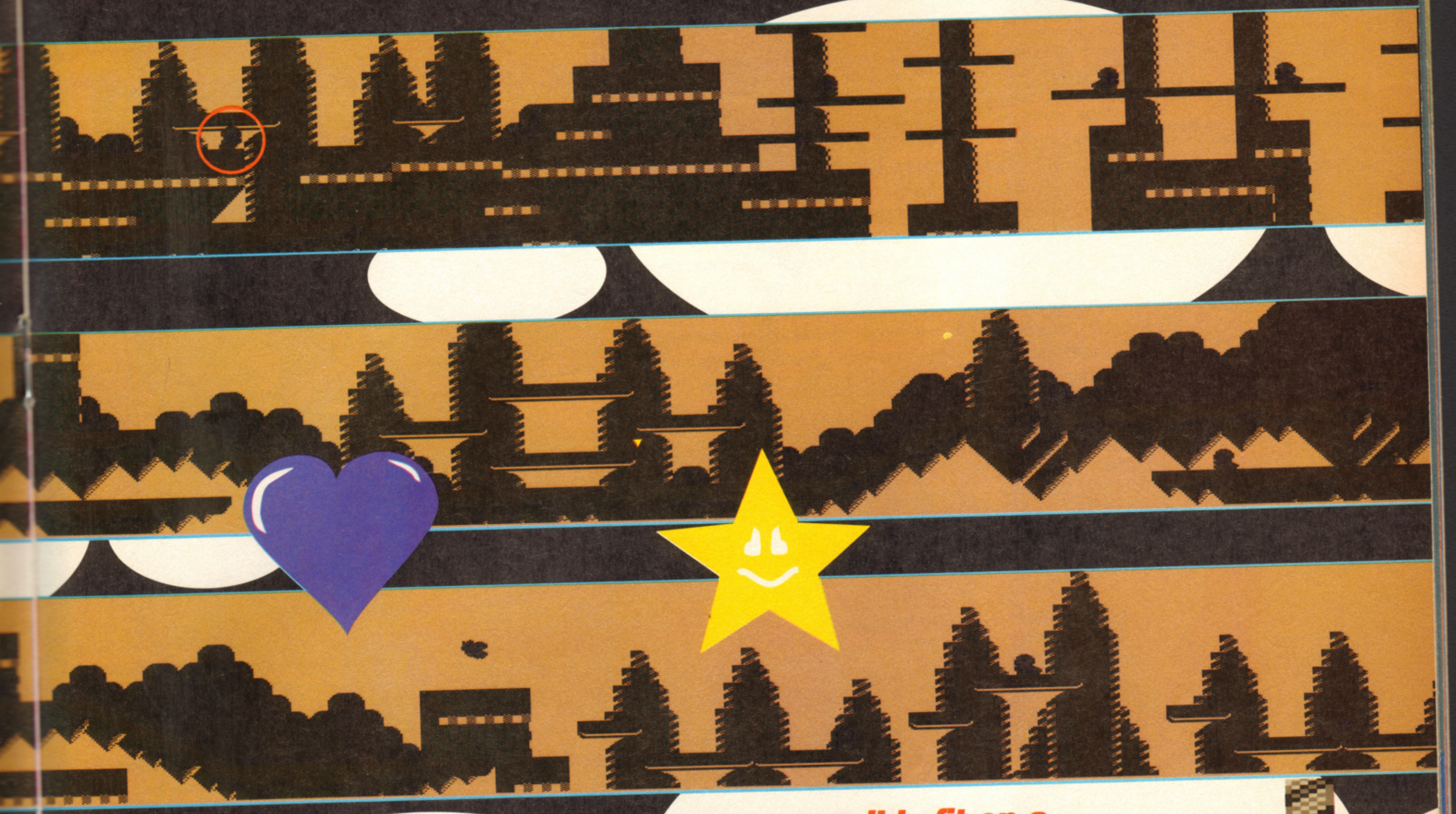
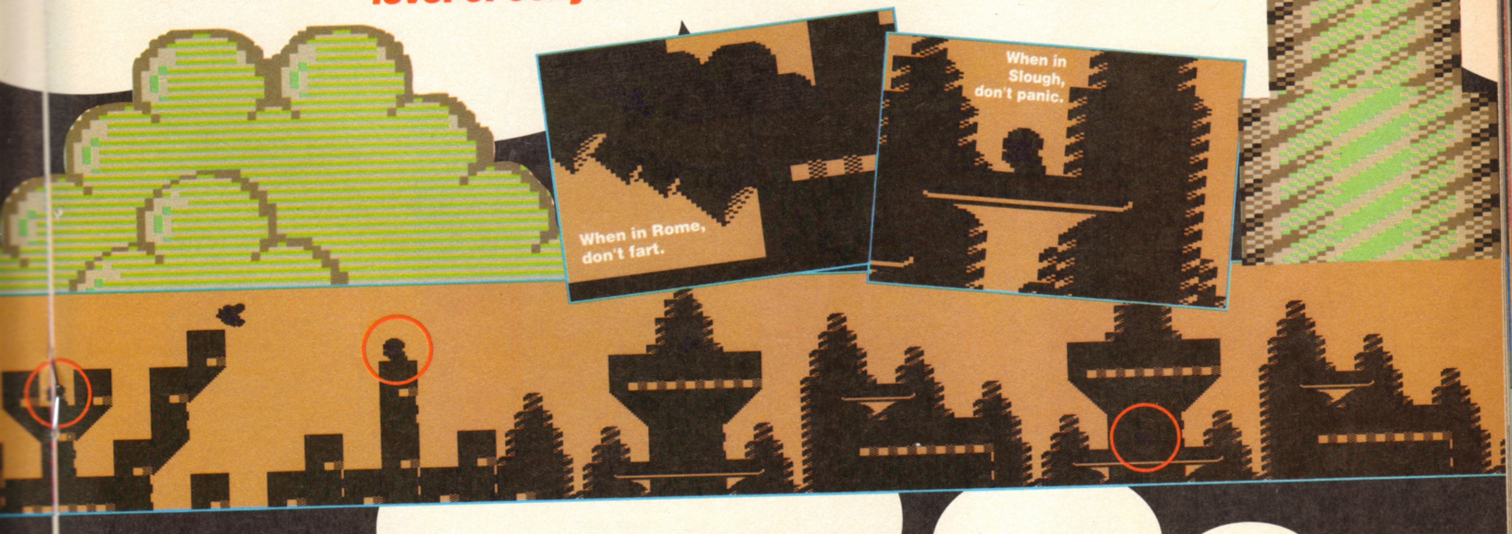
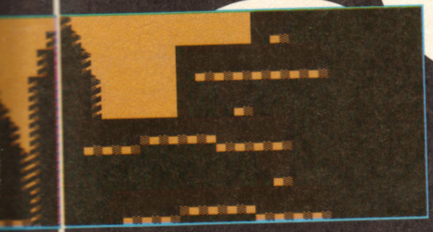






And so, in a miracle of how-much-can-we-possibly-fit-on-a-pageness, it's the complete exposé of the slightly depressed level of Jellyland... have fun.


When in Rome, don't fart.
When in Slough, don't panic.



○-RINGED ALIENS LEAVE MAGIC DUST

So all you have to do is run around killing little blokeys and collecting the dust they leave in order to scatter it all over the slightly depressed Jellyland to cheer it all up again!

Exhausted, Mayhem finds a handy little restart doorway.

Different page, same game. Here's Andy Roberts with the second load of blurb to accompany the *Mayhem* maps.

Finish line: The finish line is surrounded by large black & white checkers, and will start to animate when the star quota has been reached. Skidding across the finish line (as opposed to merely walking across it) will result in a skid bonus, depending on the length of the skid. It's worth taking a little run up before skidding across to build up the extra speed. Oh, and the current record is 25, held by yours truly.

Bonus icons: There are nine different bonus objects (excluding the dust bags). Apart from those left lying around by careless, er, bonus droppers, certain monsters will leave bonuses behind when killed. Mayhem need only collide with a bonus to collect it. Unlike some other classic games from the genre, bonuses will not disappear after a short period of time (luckily enough). And the lucky bonuses are…

- The charge icon which looks like a bolt of lightning, but is only found on the happy version of Jellyland. Once collected, Mayhem will have charge capability for the rest of the game.
- The score multiplier which, for obvious reasons, looks like a rabbit, but does a whole lot more than eat lettuce. When collected, it will multiply any points scored. Multipliers wear off after a short time, so you'll need to be quick to build up a multiplier grade of five (which is the maximum). Any multipliers in Mayhem's possession at the end of the level will multiply bonus points too… including the super star bonus.
- Some extra time which looks like the alarm clock from Beauty and the Beast, but is animated a little better. It will freeze the time counter for a short period of time, and is especially useful if the time is below 30 seconds.
- Half life, represented by a blue heart which restores Mayhem's half life if he's lost it.
- An extra life which is shown by a red heart, and will quite simply give Mayhem an extra life. Well, what did you expect?
- The continue represented by a rainbow heart. This is a prized commodity throughout Monsterland. It awards Mayhem with an extra continue, which is effectively three lives.
- Stars, shown as a big yellow star, will give Mayhem ten extra stars (thus reducing the amount of stars remaining for the quota).
- The shield is the creme de la creme – it will give Mayhem a temporary shield allowing him to run around and kill monsters at will. It looks pretty too.

Mayhem prepares to make an unsuspecting little dragon's life misery.

HIDDEN BONUSES

There are dozens and dozens of bonuses littered throughout Monsterland, but a third of them are invisible, which makes finding them a little difficult! Many of them are tucked away in various rooms, gaps, and cubbyholes, and some are dotted around in random locations and can be found by jumping (often by accident). Others are placed in highly dangerous situations – only those with the courage to experiment will find them. Well even if you're a coward, you can find these bonuses by checking out the funky maps elsewhere in this section.

MONSTERS

Although they appear as cute and jolly, the many varied inhabitants of Monsterland are deceptively dangerous. Most of them can be killed either by jumping on their heads or charging into them, but there are certain types which require a different approach…

The spikey monsters are trouble, basically. If a monster has spikes on its head, rest assured you cannot jump on it. If there are spikes on its back, you can't charge into the back of it. Check out the monster information next to the relevant level.

A shell monster's shells have a similar effect to spikes, except that shells won't kill Mayhem – if he charges into a shell he will bounce straight off.

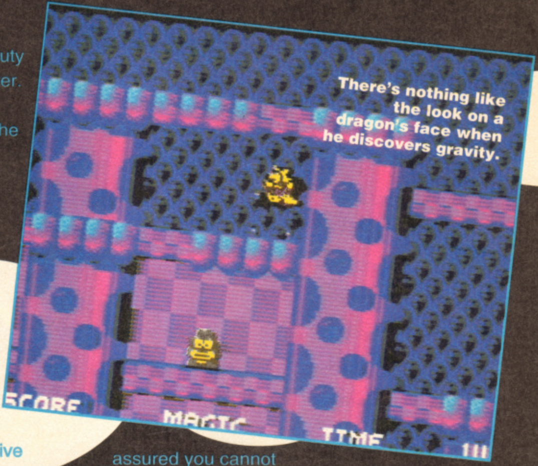
Springboard monsters are more of a utility than an opponent, and can be used to reach high platforms, bounce across gaps, or collect bonuses placed in awkward places. If Mayhem charges into a springboard monster, prepare to jump quite a hefty big distance!

Inflator monsters are very similar to springboards, except that Mayhem must time his jump carefully to avoid the monster's spikes.

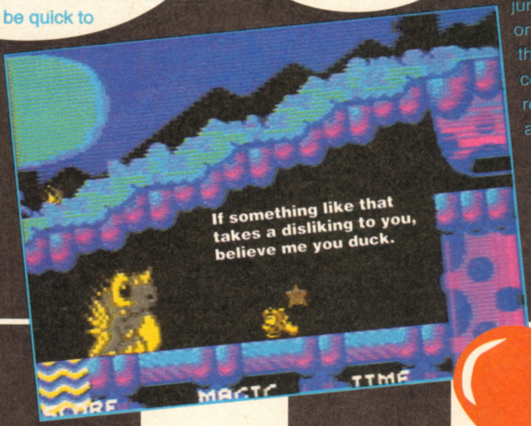
Indestructible monsters just have to be endured. Let's face it, there are some monsters which are just too tough for little Mayhem to kill. Mayhem will bounce off if he charges into them (which looks quite amusing), and will bounce off if he lands on their heads.

Bandits are found only on selected levels, and will steal stars from Mayhem on contact (up to a certain amount). They won't steal enough stars to prevent Mayhem from finishing the level, but you can kiss goodbye to any chances of a super star bonus. So there.

And if you're not equipped to complete the level now, you should go in for some intensive joystick training at the weekend.



There's nothing like the look on a dragon's face when he discovers gravity.



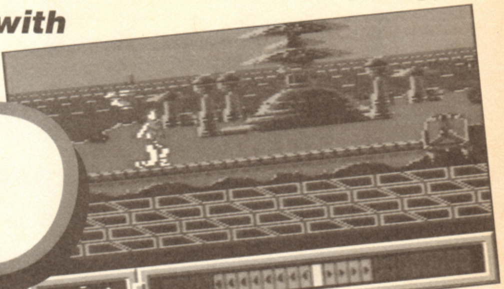
If something like that takes a disliking to you, believe me you duck.

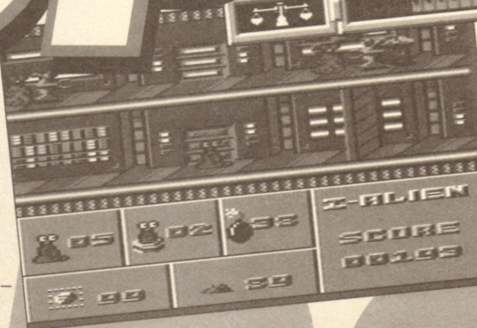
I've seen this one – it's called "Attack of the Odd Black Blob Type Thing"

SAD JELLYLAND

TIP SHOP

Due to all that Mayhem business, we've moved Tip Off down here and given it a new name. Anyway, it's business as usual with listings galore...





Welcome to the *Space Academy*, oh plucky punters. Leave your disintegrators at the door.

Top jiggly platform strolling action in *I Alien*. The kind of game that makes best mates hit each other.

HALLAX

(POWERPACK 35)

Guess who? Yes, Richard Beckett pops up again with more of those special tips which we're proud to print. The pick-ups during the game have the following effects:

GREEN turns your bat into a magnet.
GREY enlarges your bat
BLUE lets the computer take control of your bat.
BROWN equips the bat with some nifty guns.
PINK icon completes the level.

The pick-ups always appear in the same order, which is GREEN, GREY, GREY, BLUE, GREEN, GREY, BLUE, GREY, GREY, BLUE, BROWN, GREEN, GREY, BROWN, GREY, and PINK. After this the sequence repeats itself. And for the hopless cases out there, you might like to try a couple of cheats.

The first is to delete all the blocks on the editor – you can now begin on level 11. The second tip is not to release the ball at the start, instead wait for the pink icon to appear – grab it to complete the level.

ACTION REPLAY POKES

More gorgeous Action Replay POKES courtesy of Richard Beckett and Warren Pilkington. To use them, freeze the game, press 'E' to enter the POKEs, then restart the game using 'F3'.

SPACE ACADEMY
POKE 3310,255 – End of game
POKE 18316,0 – Extra speed
POKE 18605,165 – Constant speed
POKE 20005,181 – Freeze baddies

HALLAX
POKE 20183,173 – Infinite lives

LEMMINGS DEMO
POKE 6453,189 – Infinite lemmings

I ALIEN
POKE 5948,173 – Infinite lives
POKE 4992,173 – Infinite bullets
POKE 6369,173 – Infinite time
POKE 5829,173 – Infinite energy

NEBULUS
POKE 32979,181 – Infinite lives
POKE 46729,0 – Infinite time

MAYHEM DEMO
POKE 14338,0 – Infinite time
POKE 15974,173 – Infinite credits
POKE 48661,0 – Infinite lives

SPACE ACADEMY

(POWERPACK 35)

Richard Beckett strolls down tips avenue once again, this time with a multitude of tips for the weapons training sections.

Bouncy, swirly tower leaping with a frog.

Part 1 – On this level you must shoot or avoid the enemies while jumping over obstacles on the floor. The longer you press up on the joystick, the longer you fire for.

Part 2 – An easy target practise; shoot ten of the grumpy faces.

Part 3 – This is a longer and faster version of part 1, and the same tips apply. Easy huh?

Part 4 – Another target practise, only this time you must shoot fifteen grumpy faces avoiding any smiling faces.

Part 5 – Press up to take off and fly along the level. You'll need to shoot the white circles to refill your energy, as well as shooting (or avoiding) anything else. Words for life mates.

Part 6 – Yet another target practise level. This time you fly around the screen being attacked by enemies while you shoot. Zap the white circles to refill your energy, along with 25 grumpy faces to complete the level.

Part 7 – Similar to part 5, but this time you're in a small passage which gives you less room to move around. Again, shoot the white circles to replenish lost energy. Leaping lizards.

Part 8 – Similar to the previous levels – finish this to complete the game.

QUEST OF KRON

(POWERPACK 37)

More tips courtesy of the prolific Richard Beckett. So, grab yourself a mug of coffee, put on your adventuring trousers, and enjoy.

- To start, examine rocks, take boat and hoist sail.
- To light a fire, take twigs (from outside the cave) and rub twigs.
- To leave the cave, simply type OUT on its own.
- When you hear whispers in the sea, listen to find a clam. Open clam with iron bar.
- To call genie, rub lamp.
- Stand outside the cliff at the bottom of the monastery and wait.
- Examine the monastery to find a scroll.
- When in open sea, north of the valley of stones, going east just takes you back to the same screen.
- Don't go towards the sound of water, you will get killed by a whirlpool.
- Check out the full solution in next month's CF, solution fans.

MONEY MONEY MONEY!

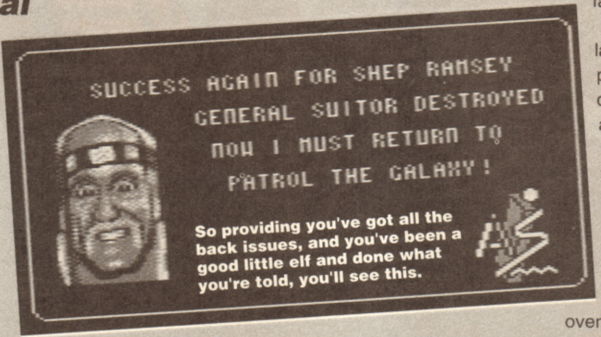
As Abba once sang "If you have any tips, POKEs, solutions, cheats, or maps, stick them in an attractive looking envelope and post it to: *Andy Roberts' Gamebusters*, Commodore Format, *30 Monmouth Street, Bath, Avon, BA1 2BW*' in their classic underground hit called 'Gamebusters Outro'. Or maybe not.

SUBURBAN COM

Roll up, ladies and gentlemen, for the final thrilling instalment of our complete and total solution. Your guide, Mr. Andy Roberts...

LEVEL 4: PARTIALLY BUILT SKYSCRAPER

From the start: When you drop down, jump over the spikes to your left and jump left through the hidden part of the wall (this allows you to bypass the nasty balls below). Drop down, holding left to avoid the spikes underneath, then use the springboard to leap up to the platform to your left. Jump left onto the next platform, then jump onto the lift and go up to the top – jump off when it gets there and killing the henchman.


SUCCESS AGAIN FOR SHEP RAMSEY
GENERAL SUITOR DESTROYED
NOW I MUST RETURN TO
PATROL THE GALAXY!

So providing you've got all the back issues, and you've been a good little elf and done what you're told, you'll see this.

Walk right, use the springboard to bounce up, then nip underneath the staircase for some much-needed extra energy. Go up the stairs, kill the angel-type floaty thing (™), then go right and jump over the spikes. The swinging balls aren't too much of a problem – observe the pattern, then rush underneath when safe to do so (if you duck, they cannot harm you). Continue to the left, jump the spikes, then jump left off the end of the platform and drop down, holding left as you fall. Then…

When you land on the platform below, drop off again and hold left as before (to avoid the spikes below). You should have collected the extra life. Now jump carefully over the spikes (you may lose a bit of energy), then continue right, kill the henchman, then go right and collect the first diamond. Go back to the left, killing the evil henchman as you progress, then use the springboard to jump up onto the lift. Jump off onto the right-hand platform.

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Kill
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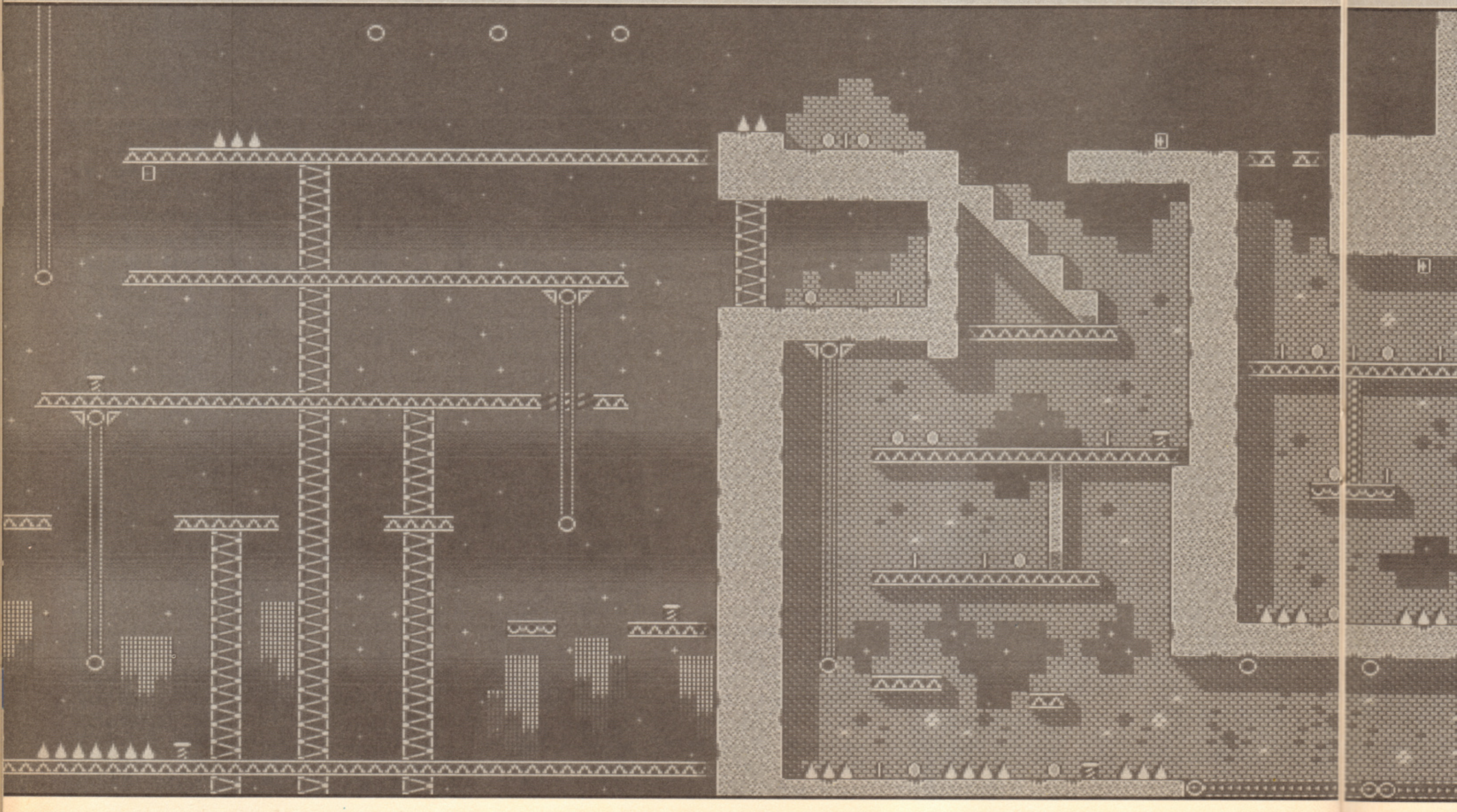
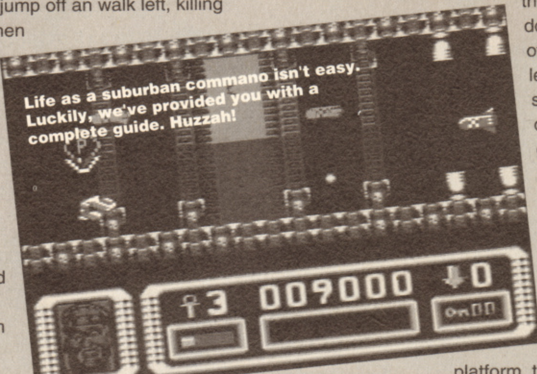
level. W



OMMANDO

Keep jumping right across the platforms until you reach another springboard, then use it to jump up to the lift above (this can be tricky at times, but keep at it). At the top, jump off an walk left, killing the bird as you go. When you reach the springboard, use it to bounce up to the next platform – kill the henchman and go right. When you reach the end of the platform, jump right into the little alcove and collect the second diamond. Now jump back onto the platform and go all the way to the left.


Life as a suburban commano isn't easy. Luckily, we've provided you with a complete guide. Huzzah!

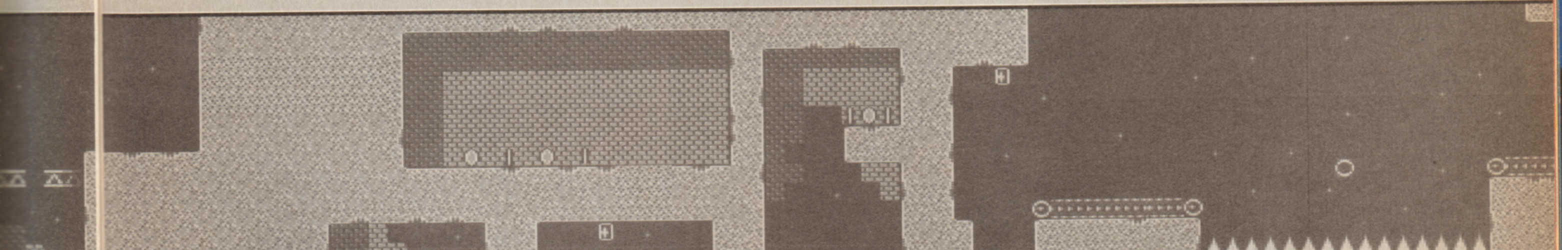
Kill the henchman as before, then use the lift to get up to the next level. Walk right (under the balls again), kill the angel-type-thing, then drop down the narrow gap to the right of the staircase – you should collect the third diamond as you fall. Kill the henchman below, then go eight and go down on the lift. Drop off the lift and hold left to arrive at the start position. Jump over the spikes and go through the hidden gap in the wall, then drop down and use the springboard to bounce up as you did before.

Jump left onto the next platform, then jump onto the lift and go up to the top. Again, jump off and kill the henchman. Walk right, use the springboard to bounce up, then nip up the stairs. Walk right, jump OVER the narrow gap this time, then jump right into the hidden passage – keep going right and collect the goodies within. Now drop down through the hidden gap in the floor, holding left to avoid the spikes below. Jump right over the spikes, then right across the gap (you can bounce up on the springboard to collect the coins above if you wish).

Go right from the springboard, then drop down. Now the tricky part. You'll need to make your way to the right, ducking underneath the swinging balls and jumping over the spikes. When (and if) you reach the right-hand side, jump on the springboard and bounce up, then jump on the next springboard to reach the platform above. Jump left across the platforms, then left again onto the lift. Jump left to collect the fourth diamond, then use the springboard to bounce up to the conveyor belt.

When safe to do so, jump right onto the circulating platform (very tough), then jump off at the right to collect the fifth and final diamond. Make your way back across the moving platform, then drop down the gap to the left. Drop off the ledge next to the lift, then go left and drop down the gap next to the springboard. Hold right as you fall to open the door to the guardian's lair. Drop down, then head right to confront him. Use the same technique as the other guardians – run to the right, then punch like crazy. Once he's bought the farm, sit back and watch the delightful end-game complete sequence.

Well done, you've completed the game. Sorted.

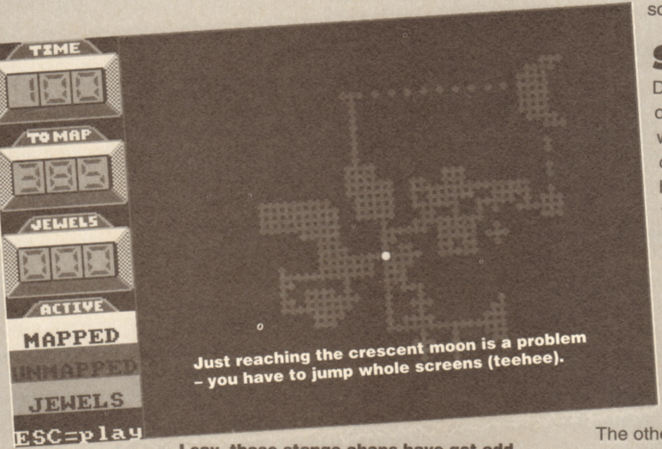


THE GAUNTLET

Are you one of those people who regularly trashes their mates at every C64 game ever released? Do you think you've got what it takes to play on a national stage?

Welcome to a new section of Gamebusters in which we switch the spotlight from the games being busted towards the people who're busting them. What we aim to do is find the best C64-owning CF-reading gamer in the country.

The way it works is simple; if you think you're particularly amazing at any game, just fill in the form at the bottom of this page and send it along to us at the usual address. As you can see, there's also a gap for a witness to sign. This isn't essential, but it will add a little credulity to your claim. Alternatively, you could just take a photo of the screen, and send that along.



Just reaching the crescent moon is a problem – you have to jump whole screens (teehee).

A FEW CHALLENGES

The other side to all this, of course, is the challenge. This one's even simpler – it's pretty much the same idea, except for the fact that we pick the games, and set the challenge. For example, we could give you something like finding the level code to Freddy Hardest 2, but you already know what it is (we printed it when we put it on the cover tape), and the first person to get the answer onto Hutch's desk gets not only world wide fame (we sell the odd copy in Dubai) but probably a prize as well (wowee).

So this month's challenges are:

I say, those stange chaps have got odd jumpsuits on. What pervys.

ANT
OSTER
NSIDE
VCR

There's nothing like a nice bit of Smash TV destruction to really get you going.

Actually, my dad smokes a pipe. It's a lovely walnut one.

SMASH TV

The target here is really quite simple – you don't have to really get very far at all – just achieve the highest possible score after the first boss. The proof needed here is a photo of your score on the first screen after him.

SPINDIZZY

D'ya remember this one? It's probably one of the best games of all time, as we've decided to find out just how many of you have mastered it. The challenge here is a bit more complicated, y'see. If you take a look at the map screen, you can see the crescent moon. If you nip over to the moon, you'll find a series of structures with lifts, all interconnected with little walkways. If you manage to solve the crescent moon, you'll have pretty much completed the game, and we want to see photographic evidence of this…

The other big question is "What are the two things written on the map?".

PIPEMANIA

This one's just a little bit easier – if you've ever played the game, you'll know how difficult it is to manage crossovers. What we want to know, then, is how many crossovers you can manage on the same screen? If you don't manage four, don't bother writing in, as even I can handle that…

CHEATS

Of course, it really would be very easy to cheat at a scheme like this. It would also be very stupid. I'm not going to patronize you all be telling you that the only person you'll be cheating is yourself, because that's rubbish; you'll be messing us about, too. The simple point is that if you can't take part in this and be totally honest, don't take part at all. 'Nuff said. *(And I'll come round to your house and tell your parents and all your mates! -Hutch)*

The order form type thingy
Name:
Address:
Game:
Achievement:
Witness:
Send your bits along to The Gauntlet, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

NEW YEARS REVOLUTIONS

The new year is a time when we reflect on the past, plan a route forward, have a few beers and make the odd resolution. This then is the CF Crew's pledge to our beloved readership...

Sometimes I look eastwards and sigh.

HUTCH'S *I DID IT ALL FOR MY COUNTRY* RESOLUTIONS...

- Well let's face it, I'm crap at Mayhem. So for the next year I promise to practise and practise until I can at least complete Jellyland with each of my lives still intact.
- I promise not to hit Simon with a wet kipper every time I completely fail to get off Jellyland.
- I'll try not to wind Simon up quite so much, every time I give hima complete arse kicking at Racing Destruction Set.
- To that end I promise to tell him about the secret mines and the oil slicks. Damn.
- When that Huggies advert comes on the televison, I'll try not to sing along.
- That goes for the Bacardi advert at the cinema as well.
- And the Pepsi Max advert. Did it, done it, etc.
- I'll make an extra special effort not to make whistling noises when Baywatch or Tropical Heat is on the television.
- I'll finally get my Datacorder tuned up so that it can actually load the odd program.
- Now that you're pushing me, I'll even try my hand at desktop publishing rather than just Wizball, RDS and BMX Simulator.
- I'll try and get down to the gym a bit more often, 'cos I'm getting a bit unfit.

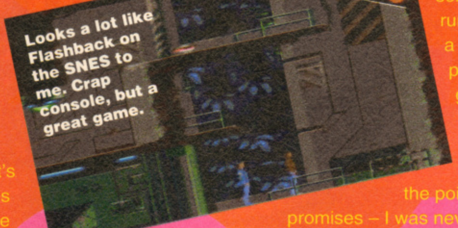
OLLIE'S *IT JUST FELL APART MATEY* RESOLUTIONS

- I'm going to try really hard not to let quite as many goals in this season.
- I'll even get myself some new goal keeping gloves to aid the process.
- Oh and I promise not to laugh quite so much when Simon fails at Mayhem.

SIMON'S *WHAT DO YOU MEAN, TURN IT DOWN?* RESOLUTIONS

Those delightful Creatures get jollily squashed in one of Apex's earlier games.

OUCH!
ACME PRESS
POWER
BONUS
1



Looks a lot like Flashback on the SNES to me. Crap console, but a great game.

- First off, I promise to be nicer to readers. You see, it's awfully hard to keep a perfectly even and reader-friendly voice when the phone rings every five minutes and someone else wants the phone number for Commodore UK. Once and for all, the number for CBM is 0628 770088. I repeat – if you want to get in touch with Commodore, you'll need to dial 0628 770088. Thank you very much.
- I promise I'll try and work out how to get past the fifth level of Prince Of Persia – it's the kind of game in which it's great fun playing the first five levels, but you always come up against exactly the same obstacle and get hideously stuck, bored, and end up turning the machine off. This is not the way it's supposed to be – I'm supposed to be a hardened games reviewer who can figure absolutely any game-related puzzle out in just a few seconds. Damn. Rumbled.
- I must stop sneaking down to the Game Zone offices to play Flashback on the SNES. It's not that I'm any kind of 8-bit traitor or anything, it's just that any game with that sheer amount of acrobatic moves (all of which can keep you hanging onto your gun ready to real off several shots into the nearest thug) has to be played constantly.
- I also promise to actually sit down and play Creatures 1 or 2 *(What? – Hutch)*. You see, they're probably the only major C64 games I've never even seen let alone played *(You have got to be kidding me – Hutch)*, and it really isn't very good if I've never even seen them, is it? I mean – what kind of C64 authority am I supposed to be for crying out loud? *(None, as you're fired, imposter – Hutch)*
- I suppose I'd better say something moral for my final one, like promising to campaign strongly for world peace, nuclear disarmament or something, but I'm not a hippy *(Of course not – Hutch)*. Instead, I'll promise to always buy some more milk when I run out, as Dave (I share a house with your ex-prodie, you see) always gets very annoyed when he has to drink black tea.
- I can't really see the point of making all these promises – I was never really into the self improvement lark, and the whole idea of making all these promises in a sudden fit of good-mindedness is stupid to say the least. Therefore, I'll make one final resolution, being to carry on drinking, getting up late, taking long lunch breaks, sloping off early, staying up 'til all hours of the morning, and showing a complete lack of respect for anyone above me in the publishing industry. Happy new year.

LISA'S *KINDA OBVIOUS ACTUALLY* RESOLUTIONS

- I'm going to try not to spend quite so much money. Even if it means not going shopping on a Saturday. *(Who's she kidding? – Hutch)*

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ISSUE 32 £4.95 FEBRUARY 1994

ISSUE 34

Sidewinder
HURRY-UP
SOCCER CHALLENGE

The current issue of AMIGA POWER (Britain's most lovely AND fastest-growing Amiga games mag) has reviews of every Amiga game that ever mattered. There's *Cool Spot, F1, Bubba'n'Stix, Dennis, Star Trek, Campaign 2, Goblins 3* and *Skidmarks*, as well as, ooh, quite a few more. And as if that wasn't enough, we've also got all the up-to-the-minute news on the very latest developments for Commodore's world-beating (we hope and expect) CD32 console.

We've got TWO COVERDISKS featuring the best in demos, too.

Oh, and your last chance to hear all those dreadful jokes again – before we get some new ones.

All that and a scintillating review and demo of (you've guessed it) COOL SPOT.

ON SALE NOW!

GETTING ONE OF THESE?

Clue: It's a sparkly new 32-bit Amiga 1200!

With loads and loads of really cool software!

Then you've got to get a copy of this...

THE AMIGA FORMAT BEGINNERS' GUIDE

It's an **AMIGA FORMAT SPECIAL**

And it's ON SALE Thursday January 6!

SOS DIZZY

We receive more requests for help with the Dizzy games than any other, so join Andy Roberts for the first of our Dizzy specials...

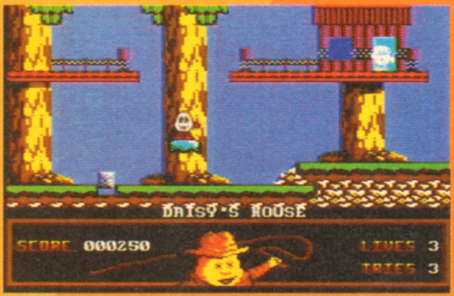
DIZZY

From the start:
R, get BURNING TORCH, L, light sticks under cauldron, L, get GREASE GUN, L, get EXTRA LIFE, L, lubricate mine car, D, D, get RAINCOAT, U, U, R, U+L, L, dissolve rain, drop raincoat, L, U+L, L, get crowbar, R, D+R, R, open trapdoor, get RAINCOAT, down trapdoor, L, dissolve rain, L, get GARLIC, R, R, U, R, R, L (to mine), D, R, kill bats, drop garlic, get LASER, L, D, kill ghost, down chimney, R, drop laser, D,get GOLD, U, L, U, U, R, drop gold, L, D, get KEY, U, R, drop key.

L, D, D, R, R, jump on ledge beside pool & jump straight up to lower beam, R,get OIL, L, L, L, U, U, R, drop oil & collect GOLD, R, R, R, R, R, R, R,R, drop gold in bucket, jump onto hut & jump straight up, collect CLOUD'S SILVER LINING, L, L, L, L, L, L, drop lining in cauldron, L, L, get KEY,R, R, R, R, R, R, R, R, R, open GRAVEYARD GATE.

L, L, L, L, L, L, L, L, L, get OIL, R, R, R, R, R, R, R, R, R, R, R, R, drop oil on cog, get FEATHER, L, L, L, L, L, L, L, L, L, L, drop feather in cauldron, R, R, R, R, R, climb up tree, collect SPADE, go down tree, L, drop spade under spider, D,get TROWEL, drop onto top mushroom.

R, R, get BOLT CUTTERS, L, L, U, drop bolt cutters, R, R, R, R, R, R, R, U, get BROKEN HEART, D, L, L, drop heart on statue, D, D, get DIAMOND.U, U, drop diamond, R, R, R, get TROLL'S BREW.



Why does Dizzy always have that smug grin on his face. He's like the blimmin' joker.

L, L, L, L, L, L, L, L, L,L, L, L, drop Troll's brew in cauldron, L, L, L, L, L, L, U, L, U, L, get EMERALD, R, D, R, D, R, R, R, R, R, R, R, R, R, R, R, R, R, R, drop emerald on god, R, get DIAMOND, L, L, L, L, L, L, L, L, L, L, L, L, L, L, drop diamond on sheet of glass, U+L, get DRY ICE, D, R, R, R, R, R, R, R, R, R, R, D, L, bounce onto top ledge & drop dry ice, walk through maze to eventually arrive at the PICKAXE - collect it, go back to waterfall.

R, U, R, R, R, R, D, drop pickaxe to remove obstruction, L, get DAGGER, R, U, L, L, L, L, L, L, L, L, L, L, L, L, L, go left into cave, cut raft free with dagger, L, L, D, get amulet, U, R, R, R, R, R, R, R, R, drop amulet, R, R, R, R, get BOLT CUTTERS, L, L, L, L, L, L, L (into mine), D, L, L, cut raft free with bolt cutters, L, L, get WIG, R, R, R, R, U, R, R, R, drop wig in cauldron.

R, R, get flask, L, L, drop flask in cauldron, get amulet, R, R, R, R, R, R, R, R, R, R, R, U, R, destroy wizard's magic, L, drop amulet, D, L, L, L, L, L, L, L, L, L, L, L, get POTION, R, R, R, R, R, R, R, R, R, R, R, U, U+R, drop potion on upper ledge next to wizard and Zaks will dissolve. Well done, you've finished the game!

DIZZY TIPS

- The ACME BIRD SEED destroys birds when carried. Much like a shotgun.
- The INSECTICIDE destroys spiders when held.
- The MINER'S HAT destroys apples when carried. Useful or what!
- The GARLIC destroys vampire bats when held.
- The AMULET destroys the Wizard's magic when carried across the body like love beads.
- To cross the booby-trap pit, jump the gap in the middle, but mind those pilchards.
- To cross the logs safely, walk from a higher log to a lower one.

TREASURE ISLAND DIZZY

From the start:
L, pick up the SOLID CHEST, drop it next to the rock face,U, L, L, L, L, jump up next to hut, L, L, L, L, U, U, get SNORKEL, R, hit stone (secret switch), L, D, D, R, R, U, L, U+R, U, R, get GLASS SWORD, L,D, R, U, get VIDEO CAMERA, D, L, L, D+R, D, R, R, R, R, R, R, D, R, drop sword and camera.

Holding the snorkel go R, D, R, R, get SPADE, L, L, U, L, pick up SPADE, SWORD, and the SNORKEL (in that order), R, D, R, R, R,drop spade on bouncing rock, ride up on the bubble, R, U, R, drop sword on the grave (don't drop down - yet), R, R, R, R, R, get the KEY, L, L, L, L, L, drop down the grave, R, R, drop key on the 'trapdoor', D, get MICROWAVE, U, L, L, L, get DYNAMITE, L, ride up on bubble, R, U, R, R, R, R, give microwave to shopkeeper, collect the BOAT.

R, R, drop boat in water (don't get on it), drop the dynamite here, L, L, L, get BIBLE, L, L,get AXE, L, D, L, L, L, L, U, L, L, U, L, L, drop Axe in the MIDDLE of the bridge, fall D, R, get CURSED TREASURE, L, L, U, R, R, R, D, R, R, D, R,R, R, ride on bubble, R, U, R, R, R, R, give treasure to shopkeeper and collect the MOTOR, R, R, drop motor on the boat, drop the bible here and collect the DYNAMITE, L, L, L, L, L, L, D, L, L, L, L, U, L, L, U, L, L, L, L, U+L, U+L, U+L, U+R, U, get INFRA RED DETONATOR.

D, L, R, D, L, L, L,L, drop dynamite next to obstruction, drop detonator behind the small pile of rocks, get BAG OF GOLD, R, R, R, R, R, R, R, R, R, R, D, R, get VIDEO CAMERA, R, D, R, R, R, ride on the bubble, R, U, R, R, R, R, give gold and camera to shopkeeper, collect PETROL and IGNITION KEY, R, R, drop petrol and key on the BOAT. When it is moving, jump on it (when safe) and jump off at the harbour to complete the game... nearly. For total freedom, you must collect the 30 coins dotted around the island - good luck!

THE WATERFALL
CRYSTAL KINGDOM DIZZY
000250

For an egg, Dizzy's a jolly versatile chap. Shame about those arms.

EGG-CITING TIPS

- Keep the SNORKEL at the bottom of your inventory whenever possible.
- Even though you only have one life, the game is easy - take it slow!
- DO NOT walk under cages - jump and you'll be safe from harm.
- Once assembled, the boat will move back and forth between the island and the harbour, so don't be tempted to get on it as soon as it starts moving.
- The TOOTHPASTE is useless - unless Dizzy has halitosis.

NEXT MONTH

Omlette jokes abound when we bring you the second of our Dizzy specials,where Fantasy World Dizzy gets scrambled and Magicland Dizzy is boiled alive. We can hardly wait.

LISTOMANIA POKERAMA

Loads more funky games cheat listings for perspiring cheaters everywhere...

TROLLS

(Flair)

Now you can give those fluffy-haired goblins a boost with this cheat for infinite lives and invincibility. Incidentally, John Rowlands regards this as one of the best platform games on the C64. Isn't that right, John?

```
0 REM TROLLS CHEAT BY WAZ
1 FOR X=517 TO 576:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6252 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 561,206
4 INPUT "INVINCIBILITY Y/N";B$:IF B$="N"
THEN POKE 566,1
5 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,029,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 169,032,141,222,003,169,048,141
14 DATA 223,003,169,002,141,224,003,032
15 DATA 069,003,096,169,173,141,104,024
16 DATA 169,000,141,228,027,206,032,208
17 DATA 206,032,208,096
```

BLUES BROTHERS

(Titus)

One of my favourite films of all time, and the game isn't too bad either.If you'd like to give the Bros a helping hand, feast your eyes on this superlative listing.

```
0 REM BLUES BROS CHEAT BY WAZ
1 FOR X=288 TO 343:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5947 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 332,222
4 INPUT "INFINITE ENERGY Y/N";B$:IF
B$="N" THEN POKE 327,222
5 POKE 157,128:SYS 288
10 DATA 032,086,245,169,048,141,178,002
11 DATA 169,001,141,179,002,076,167,002
12 DATA 169,032,141,165,004,169,069,141
13 DATA 166,004,169,001,141,167,004,076
14 DATA 000,004,087,065,090,072,169,189
15 DATA 141,077,044,169,189,141,086,044
16 DATA 104,206,032,208,238,032,208,096
```

SKULL & CROSSBONES

(Domark/Hit Squad)

Now even the most cowardly land-lubbers can shiver their timbers until the cows come home - simply type in this handy listing and RUN it for an infinite supply of credits.

```
0 REM CROSSBONES CHEAT BY WAZ
1 FOR X=528 TO 591:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7538 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 528
10 DATA 032,044,247,056,169,036,141,158
11 DATA 003,169,002,141,159,003,076,108
12 DATA 245,087,065,090,169,006,141,218
13 DATA 198,169,053,141,219,198,076,182
14 DATA 197,162,000,189,065,002,157,116
15 DATA 008,232,224,015,208,245,076,013
16 DATA 008,169,072,141,138,062,169,046
17 DATA 141,139,062,169,173,141,136,062
```

MAYHEM IN MONSTERLAND

To follow up last month's cheat for the Spottyland demo, here we have another splendid POKE for infinite lives, time, and continues. Now get out there and eat jelly!

```
0 REM MAYHEM DEMO 2 CHEAT BY WAZ
1 FOR X=516 TO 561:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4415 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,1
4 INPUT "INFINITE TIME Y/N";B$:IF B$="N" THEN
POKE 550,1
5 INPUT "INFINITE CONTINUES Y/N";B$:IF B$="N"
THEN POKE 555,2066 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,000,141,035
14 DATA 179,169,000,141,043,065,169,173
15 DATA 141,155,071,076,013,008
```

FREDDY HARDEST PART 1

If you look at this sideways you'll lose some ear wax.

POINTS
005800

Freddy Hardest? Freddy Softest, if you ask me. Let's face it, the guy is a complete wimpy girlie. He needs as much help as possible, so try this listing for a considerably easier game.

```
0 REM FREDDY P1 CHEAT BY WAZ1
 FOR X=516 TO 556:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>4207 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N" THEN
POKE 545,206
4 INPUT "NO COLLISIONS Y/N";B$:IF B$="N" THEN
POKE 550,1
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014.
13 DATA 010,076,230,003,169,173,141,255
14 DATA 135,169,000,141,141,105,076,027
15 DATA 008
```

LUNAR JAILBREAK

What an incredible concept: Wormwood Scrubs on the moon. Sheer genius.Anyway here's a listing for infinite time, but sadly it won't improve the playability.

It's raining again, looks like my life's at an end.

<<<<
LEFT ACCELERATE
RIGHT ACCELERATE
CORE
LEFT
TIME

```
0 REM JAILBREAK CHEAT BY WAZ
1 FOR X=516 TO 551:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3216 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,
019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,000,141,112
8 DATA 030,076,013,008
9 REM Roger Frames here. Got the
keyboard working at last read...
```

AFTER THE BEEP

In a slight break from your scheduled Office In My Pocket feature, Simon gives us a brief look into the world of comms.

Have you ever had a disc or tape trashed by the post office? Even if it arrives at its destination intact, there's still no guarantee it'll still work after being X-rayed several times, passed through various magnetic fields, and finally thrown through your letter box. Failing that, you've been talking to some guy on the phone about a new PD program, and you've still had to wait three days to see it, as the GPO can be incredibly slow at the best of times. Well, I actually have the answer, pop pickers.

That's right; the trials of man range from the pain of birth to the sorrow of death, but it's best to remember that posting anything at Christmas time is worse still because it falls just short of getting flattened by a steamroller. Though I can't really help you out on the other three, I can do something about the delays – I can advise every one of you to buy yourself a modem.

> *You could in effect send a message to someone, and have them read it on a bulletin board on the other side of the world*

WHAT'S THAT, THEN?

A modem is quite a simple device in concept, as all it's doing is converting binary bits into sound. Therefore, eight beeps go to make a number that could be anything between 0 and 255 (the standard 8-bit numbering system for a computer). This means that you can get two computers with modems attached, and make them communicate with sound. Put it on a telephone, and you've got a modem. If you're wondering why it's got an odd name, it's because it's a modulator and demodulator in one box.

If you're wondering about the purpose of all this, just think – if you wanted to send someone your latest masterpiece of a program, all you'd have to do is ring them up, engage in a little bit of mutual switch-flicking, and send the software down the line. It's not just software, either (anything that can be stored on a computer can be sent). This cuts out all of the time wasting postage hassles everyone else has to cope with.

BULLETIN THE HEAD

The only real problem, then, is what happens when the other person is out – if they're not there to answer, you can't get the two computers talking. One answer would be to get an auto answer modem that could pick the phone up and pass a message to the C64, but you'd have to have a separate phone line or stop taking normal voice calls – the modem would pick up the phone and set the computer off to every single caller.

There is a third solution; have a computer sitting somewhere attached to a modem only line, that loads of people can ring up. They could leave programs for each other or for everyone else who used the system. Such a system is called a bulletin board (BBS).

These boards are run simply by enthusiasts – some guy decides to set one up in his bedroom, and gets calls from all over Britain from other enthusiasts. All they're actually paying is the cost of keeping a phone line open (they don't get proper bills because all the calls are made by people ringing in, and are paid for by the user).

BITS O' KIT

Of course, if all a modem did was convert bits to noise, it'd fit on one chip – they do get a lot more advanced. Most include automatic dialling (so you don't even need to touch a telephone), automatic speed switching (the modem detects how many bits per second the other modem is sending, and adjusts itself accordingly), auto answer (we'll come to that in the main bit), and several other features for your convenience (like loads of lovely flashing coloured lights).

An actual bulletin board set-up (if you were planning to run your own, you'd almost certainly need a PC, Amiga because they can use hard drives), as you'll end up with a hell of a lot of information to store. The computer would be effectively useless for anything else though, as you'd have to keep the bulletin board running 24-hours per day, and so couldn't use the machine for much else.

That's right – it's quite a costly affair, so I'd advise reading up further on the subject before making any decisions (this sounds like good material for a series to me).

MALE OR E-MAIL?

So what we've got is a bulletin board that anyone can leave software on, for anyone else to take a copy of. This is, in effect, just an incredibly fast PD library on the phone. The other side to all that, though, is electronic mail.

Wow – it's another one of those really simple concepts again! This time, it's the idea of being able to leave a text message on the board, addressed to a certain person so that the next time the receiver calls up, they can go through their mail and read it. There are usually several types of message, such as private E-Mail (only the sender and receiver can receive it), public messages (targeted at an individual, but that anyone else can chat about), or bulletins, which are simple public messages (like a notice board).

ALL TOGETHER NOW

Of course, the system doesn't end there. Many boards belong to national and international networks, such as FIDONET. The idea behind FIDO is that at a certain point (usually at night), all the bulletin boards are programmed to ring each other up, and swap messages. This means that you could in effect send a message to someone, and have them read it on a bulletin board on the other side of the world, without having to ring that far personally. It also means that you can access a lot more software, as you have the choice of a planet's worth.

CHEERY BYE

Unfortunately, there isn't exactly a whole lot of space to go into this whole world of comms in one go, so it'll have to carry on next month. As a matter of fact, I think we'll start looking at a few bulletin boards in detail next month.

JUST A MO...

I know what you're thinking; where does all this fit in to the *Mini Office 2* side of things?

Well, it's dead simple really – if you look at the main menu of *MO2*, you'll find a comms option and seeing as how that means you've all got a comms package, all you'd need now is a modem to join this wonderful world of comms.

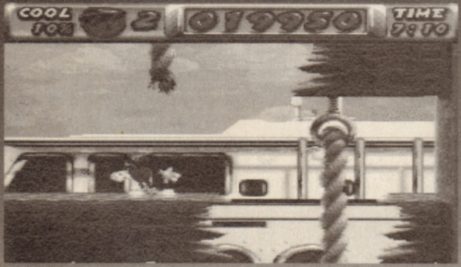
OVER THE EDGE

Possible worlds, extreme futures, the state of the computer in years to come. Simon Forrester has a look at your palm and says "My what a long love line you've got..."

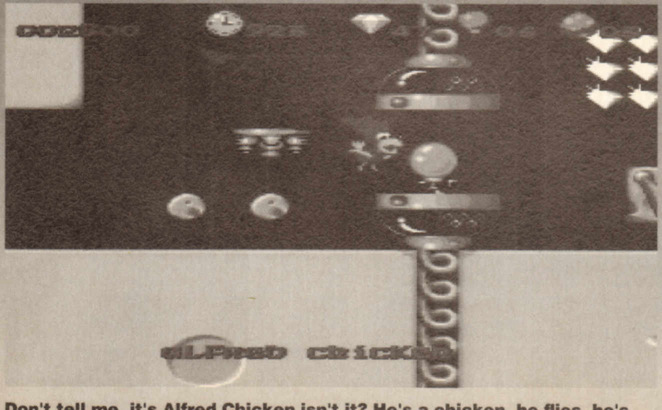
In this month's glimpse into the coming centuries, we ask "Is the age of the home computer dead?".*(And do we care? - Hutch)*

A DOG IS NOT JUST FOR CHRISTMAS

What a silly question, you may well be thinking, but believe me, it isn't. You see, whilst little Billy and Johnny are perfectly happy to play games on their console for years to come, that's all they'll ever do – they'll miss out on a home computer entirely, and this is more of a catastrophe than you think. *(It's funny you should say that Simon, because without a C64, I'd never have got into journalism or failed all of my o'lovels. Computers are wonderful - Hutch)*



Cool Spot is the red blob off the 7-Up bottle. But what inspired someone to write a game about him?



Don't tell me, it's Alfred Chicken isn't it? He's a chicken, he flies, he's red and yellow and he's a direct development from Chuckie Egg.

WHAT'S THE PROBLEM?

If you look back to the early days of mass home computing, when machines like the ZX81, Spectrum, and the C64's grandfather the VIC-20 were just being launched, and capturing the imagination of what was to become one of the largest entertainment industries there is, you'll find that it wasn't the large corporate company producing the best software – it all came from the bedrooms of enthusiasts.

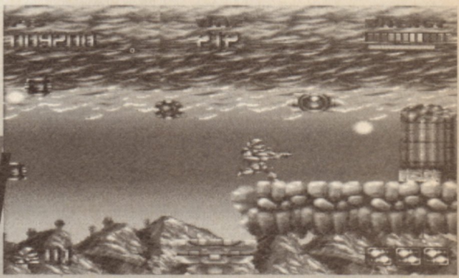
What this meant, then, was that software was written for the machines by real enthusiasts who could relate well to their audience as, in effect, they were part of it. This meant original concepts were forming all the time, and in turn this created genres that are just as vibrant today as they were in 1932.

NOT NOW, THOUGH

Things change, however, and like any major industry figures the console giants, Nintendo and Sega, are protecting their interests. Whereas in the early eighties the clichéd software developers were teenagers doing it all in their bedroom, now you have to work in an office on the Californian coastline. Why? Well, you need a licence.

The situation is simple – if you want to produce, say, a SNES game, you must pay Nintendo for the finished carts, as they're the only ones legally capable of producing them. This would be all very well (and quite an astute business move as far as profits were concerned) were it not for the fact that Nintendo also act as a regulatory body, blocking titles that they don't want other companies to release by refusing to manufacture the carts.

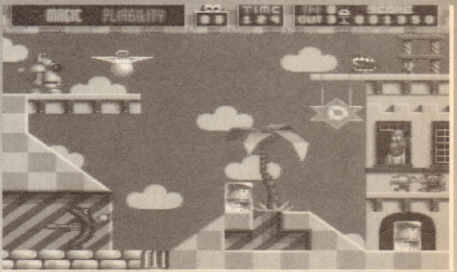
In fact, to even develop a game for that particular console, you'll *have* to have a licence, as the information and equipment needed to actually write the software is not readily available. This might not seem like too much of a problem, as once a software house obtains this licence it can churn out stuff 'til the cows come home (providing Nintendo don't mind), but it does have one drawback – the up and coming amateur programmer in his bedroom doesn't stand a chance of ever getting his or her work onto the shelves. Which is bad news for them, us and you.



Looks a lot likeTurrican to me. And we all know where that game started life. Don't we?

SO WHAT?

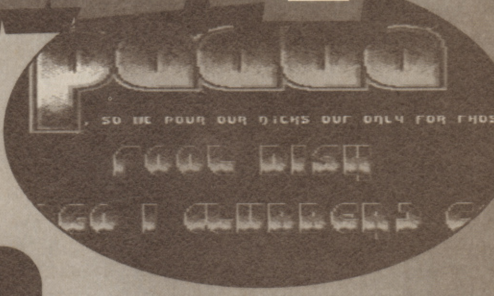
Well, think about it – all the concepts we like the most came from the enthusiast – *Tetris* is a perfect example, as is just about every main game in the mid-eighties. This is over. From now on, all you can expect to see are the releases that make commercial sense – they're nearly all platform games or beat-'em-ups, because these are seen as commercially attractive to produce. The fact that 50% of all console games are identical platformers doesn't enter into the equation, because the teams developing these things aren't part of the audience – they don't know what it's like to buy a computer game and feel ripped off because it's a load of repetitive wibble, and they don't look at the whole market. This, at the end of the texture-mapped day, is a dying industry, because it's being run by people who have no empathy with their audience, and no new ideas – until it opens up and becomes more accessible to the home programmer, the console market will continue to repetitively mimic the home computer games market.



Another amorphous slab of console gamery. Nice palm trees, but shame about the clouds.

PD FORMAT

The skip full of utterly free software in the Future Publishing car park diminishes a little more as Simon jumps in to emerge shortly after with a handful of PD discs...



These PD demos can be very derivitive, but remember that they first started on the C64.

Hi there, and welcome back to the section that aims to stock your shelves full of impressive but absolutely free software. Previously in these pages we've been working steadily through the various libraries, talking to the owners, finding out which parts of their collections they like the best, etc. Now, though, we decided to grab a handful of discs from two lucky libraries and see what we could see...

THIS IS MY DOMAIN

First up for the PDF treatment today, are that cute company PD Domain...

DISC 60

Hmm... methinks someone's got their hands on a pinball construction kit of late – this disc contains four rather reasonable little pinball games:

G-Force: This is your basic pinball table.

Freefall: But if you add the odd extra flipper, things start to happen!

Cities Of Gold: But they don't last long, with another bog standard table, very much like G-Force, but completely different, honest.

2 Ball: And here we have the creme de la creme of the collection, with a nice little ball collector thingy, and lots of flippers, coupled with some rather groovy little channels you can send the ball screaming up.

Okay, so this selection won't keep you amused for the rest of your life, but hey – what will? If you like pinball and want the occasional distraction from run of the mill PD, you might find what you're looking for here. Then again, you might not.

60%

Notice the lovely blend of colours, resembling a particularly large pavement pizza.

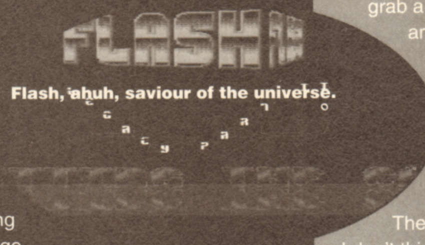
DISC 61

Had enough of pinball? Maybe you'd like to play the odd sport? Here goes.

American Wrestling: I'm really sorry, but I can't see the makers of the official WWF game being in the least bit worried about the competition from this one. Imagine a text adventure boxing game, and you're pretty much there.

Diver: This one, despite looking absolutely nob, is quite fun after a while. The aim is purely to get this guy into a bucket – that's all. Simplicity is the spice of PD (or so they tell me).

Knockout: This is a little bit more like it – an actual action boxing game. The players do seem to be hiding behind some huge plank of wood or something, but at least there's action.



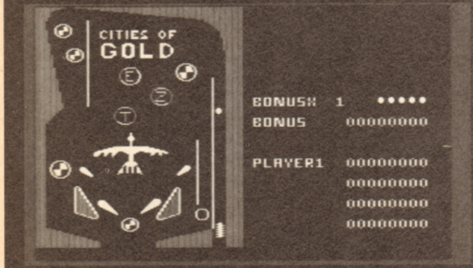
Flash, ahuh, saviour of the universe.

Slugout 3: Another text one... honestly, I mean how not to capture all the excitement of a boxing match. If you reduce sport sims to this level you might as well simulate something interesting like slug racing or something.

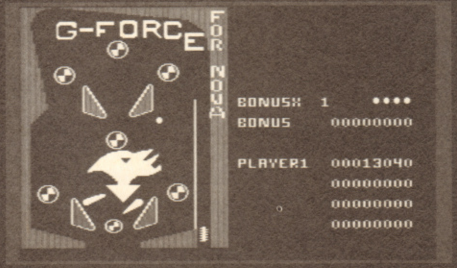
ICBF Boxing: And yet another text boxing game. I'm not sure who came up with this little concept, but they'd better stop right now.

I really don't think it's fair to evaluate these, but a glare from Hutch tells me I'd better, so here goes. Avoid. Sorry.

35%



Of course the best pinball table around is Twilight Zone. If you haven't played it yet...



...get down to your local arcade, stock up on 50p pieces and play it to death.

HEROES OF THE HEX

Next up this month, then, are Hex Heroes, so let's see what they had...

DISC 18

The first side of this disc contains something I don't think I've ever seen before – a music library. The basic idea is that you load up any tune from the disc (a little program gives full instructions on how to use them), and you can use them in your own demos (obviously crediting the original author). The tunes themselves are all quite impressive, making this a worthwhile addition to your collection.

80%

The second side veers a little more toward the 'odd' end of the scale, with a series of demos all named after different flavours of ice cream:

Peach: Quite a standard little demo, but with a nice manipulation of the title logo.

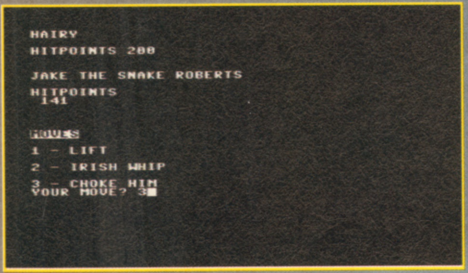
Pistachio: Imagine a cyclone of sentences spinning upwards like one big symphony of scrollies (I hope you like scrollies).

Lemon: Thinking about it, this one is the lemon of the bunch, with pretty much naff all going on.

HEX HEROES

To get hold of any Hex Heroes stuff, simply send £1.20 for a single sided disc or £1.50 for a double sided disc to:

22 Woodend Lane
Staleybridge
Cheshire
SK15 2SR



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HAIRY
HITPOINTS 200

JAKE THE SNAKE ROBERTS

HITPOINTS
 141

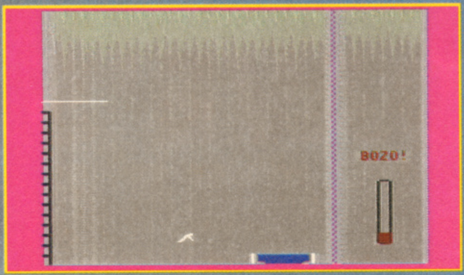

MOVES

1 - LIFT

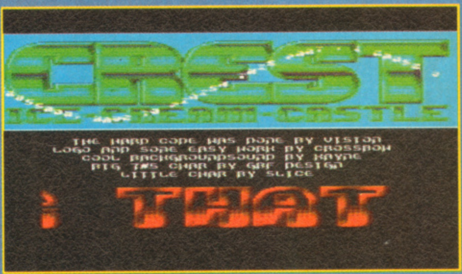
2 - IRISH WHIP

3 - CHOKE HIM
YOUR MOVE? 3█
```

Meanwhile, in textland, all the numbers and letters were upset about barcodes.



Lots of time has been lavished on this visually stunning game. Ermm, what is it?



```
THE HARD CODE WAS DONE BY VISION
LOGO AND SOME EASY WORK BY CROSSBOW
COOL BACKGROUNDSOUND BY WAYNE
BIG THIS CHAR BY GRF DESIGN
LITTLE CHAR BY SLICE
```

Quite often, demo coders go on to become top rank games programmers. Some just play golf.

Strawberry: Boring scrolly. 'Nuff said.

Cherry: Observe, reader, just what can be achieved when you take the really very tasteless and push it to the extreme limits. Die.

Some are good, some are bad, if you buy this disc, you'll have been had. They're all the blimmin same!

40%

DISC 25

Now here's a refreshing little selection of utilities – after seeing the same boring tosh that everyone else can churn out, you can now churn out some tosh all of your very own…

Turned out nice again, hasn't it. Check out those funky 3D objects.

Padua: This one really is the full demo writing kit, allowing you to design sprites, write scrollies, design character sets; the whole bit, basically. Unfortunately, as with all demo writing kits, these things don't allow you to write anything vaguely original (and subsequently lose all their point), but you should be able to churn out some relatively pleasing little pieces now and again.

EMC Edit: This one deals purely with sprites, and subsequently goes into a little more depth than the spite part of Padua – it's just a sprite editor though, and so you'll still need some heavy coding knowledge to produce anything worthwhile (like moving the sprites, for a start).

Sprite Machine: What a surprise, it's another sprite editor. This one is deeply stuffed full of hundreds of features, though – it's the sprite editor's sprite editor, if you like.

Char Editor: And finally, a package for designing character sets. Again, as it's a purely dedicated utility, it goes into more depth than the integrated part of Padua, so this is definitely the one to go for.

The validity of demo writing packages has always been slightly dodgy, so please realize the restrictive nature of this stuff before you order, but at the end of the day, these are a worthwhile way to get into coding, as a lot of the hard work is done for you, allowing you to concentrate on the bare basics whilst still getting really very reasonable results.

60%

DISC 17

Occasionally, you'll come up against a demo that takes up a whole side of a disc. This one, not satisfied with its lot, takes up two sides. Don't you just hate a show off? Anyhow, this is the *Legacy 2* demo.

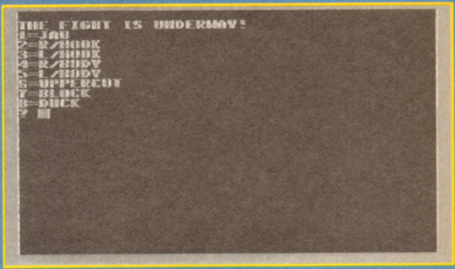
The demo itself is made up of several parts, ranging from impressive graphic manipulation, through 'how many things can we do at once' affairs, to vectors that change dimension quite alarmingly, ruining the whole effect.

Now I don't want to dwell for too long on this, but this is a demo that you'd probably like to own – just don't expect anything even vaguely new, that's all.

70%

The clear choice of libraries here has to be HHPD (don't worry – we took their entire selections into account). The reason is simple – HHPD is more heavily geared towards coding, and that can't be a bad thing.

Well it's like dead ethereal, man. Vibrant too.

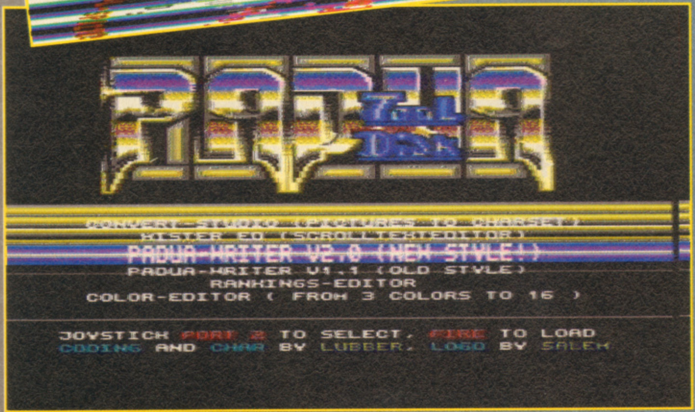


```
THE FIGHT IS UNDERWAY!
1=JAB
2=R/HOOK
3=L/HOOK
4=R/BODY
5=L/BODY
6=UPPERCUT
7=BLOCK
8=DUCK
? █
```

In ancient times, they used to march aubergines through the streets of the city for St Veg's day.

PD DOMAIN

Unfortunately, PD Domain seem to be slightly unconctactable at the minute, but when we manage to get in touch with them, we'll let you know – keep an eye on Snippets.



```
CONVERT-STUDIO (PICTURES TO CHARSET)
MISTER ED (SCROLLTEXTEDITOR)
PADUA-WRITER V2.0 (NEW STYLE!)
PADUA-WRITER V1.1 (OLD STYLE)
RANKINGS-EDITOR
COLOR-EDITOR ( FROM 3 COLORS TO 16 )

JOYSTICK PORT 2 TO SELECT, FIRE TO LOAD
CODING AND CHAR BY LUBBER, LOGO BY SALEM
```

The death of the demo will be all these inane scroller messages. I mean, does anybody apart from the programmers read the dratted things.

ICE CREAM CASTLE
GRF DESIGN
CREST

Fresh from the oven, demos to keep you awake at night. Smell the late nights, smell the Pspsi, smell the schoolboy humour.

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

Dear old Uncle Dave struts his stuff for free once again. And this time there were so many ads that we've had to stretch it to two whole pages.

WANTED

- **Has anyone** got a copy of *A320 Airbus* for the C64 (or any flight sim for that matter), I'm willing to pay good money for the game and all transportation costs. Contact Jeriah on Australia 093 072345, or write to 24 Clyo Way, Kallaroo, Perth, W. Australia 6025. Thanks.

- ***Frankie Goes** to Hollywood*, *Thing on a Spring*. Tape only please. Will pay up to £2. Call Luke on 0795 661319.

War! Huh! What is it good for? Eh?

- ***Aliens* by** Alternative, *Speedball 2*, *Myth*, *Altered Beast* and *Microprose Soccer*. Contact Geoff, 27 Main Street, North Frodingham, Driffield, East Yorkshire YO25 8JX.
- **Does anyone** have a game called *Traffic* on the Quick Silva label from around 1983? I will pay £10 for a working original only. Phone Ian on 081 845 5039
- **Wanted, *Elvira 2***, cassette. Contact T Pickering, 152 Monks Road, Lincoln, LN2 5PL.
- ***Repton* games** 1, 2 & 3, *The Life of Repton* and *Repton Thru Time* for the C64, tapes only. Pay anything within reason. Call Ian on 0942 867 338.
- **Commodore C64**, disk drive and printer, reasonable price. Call Kevin on 0332 768610
- **GEOS V2.0** for C128, but will consider GEOS for C64. Also for an interface for my Express Writer 301 printer. Call 0924 274496 any time.
- ***Fearless Fred*** *in The Factory of Doom*. Call 0925 817513
- **Wanted, Commodore** 64 printer or 1541 disk drive. Call Craig on 0246 271917.
- **Wanted urgently:** *Oink* (cassette) or CF Powerpack with Oink. Willing to pay £2-3. No copies, original only. Phone 041 946 1903 and ask for Stephen.
- ***Burger Chase*** *Galaga* wanted desperately. Please, please help. Ring Ian on 0535 657 259.
- ***Guild Of*** *Thieves* on disk for C64, must be original with manual. Good money end postage paid. Phone 061 799 8636
- **Wanted: *Zork II*** tel 0704 563178.
- **Wanted: 1541** disk drive in fully working order - reasonable offers. Tel 0588 7650. Shropshire area.
- **Wanted: *Revs***, *Speedball 2*, *Ferrari Formula 1*. Will pay reasonable amount for each or will swap for any of the following: *Int. 3D Tennis*, *Lotus Esprit Turbo*, *Graeme Souness Soccer*, *Streetfighter*, *3D Pool*, *Days of Thunder*, *Kick Off 2*, *Out Run Europa*. Contact Peter on 061 434 6009.
- **1451-II disk** drive wanted. Must be cheap. Also *Jurassic World* game for C64 on tape £5. Tel Rowan on 0821 650 409.

- ***Klax*, either** tape or cartridge urgently wanted. Write to Cyrilla Crow, 27 Main Street, N. Frodingham, Driffeild, E. Yorks. YO25 8JX.

KLAX
CBM DISK
TENGEN
DOMARK

Bored with Tetris style hijinks? Fancy earning yourself a few quid. Write to Cyrilla Crow!?!

- **Has anybody** got Atari 2600 games for sale. If so send a list to Matthew Davis, 35 Smallwood, Sutton Hill, Telford, Shropshire. TF7 4HJ.
- **C64 issues** 1-32 with tapes. Call Peter on 098 686 8809.
- ***Sim City***, must work, willing to pay reasonable price. Call Keith on Colchester 540033.
- **Wanted *Summer*** *Games 1+2*, *California Games*, *The Games Summer Edition*, *The Games Winter Edition*. On tape or disk for C64. Contact Daniel on 0823 257229.
- **Datel Electronics** Action Replay Mk V cartridge, enhancement disk. Please call Dean on 0386 761 231.
- ***Mini Office 2*** wanted, will swap for Dayley Thompson's Olympic Challenge and SDI. Contact Jonathon, Macknagh, Lisnaskea, Co. Fermangh, N. Ireland. BT92 0BD.

FOR SALE

- **Philips Comp/Mon/80** green screen £30 ono, Future Finance £6, Code Writer £5, Tasword £8, Abrasco £5, Easyscript £2-50, all for £50. Buyer collects. Tel 0278 788268

- **SX-64. Portable** C64 as featured in CF35. Superb machine, very good condition. Offers to Dave on 0482 52753.

Now's your chance SX64 fans!

- ***McDonaldland*** and *Operation Wolf* on tape £6, will sell separately. Call Luke on 0795 661319.
- **Sanyo MBC 55/2** Dual 5.25 disk drive, Monochrome monitor, word processing package, spreadsheet, database and dictionary. Prices around £175. Contact Geoff, 27 Main Street, North Frodingham, Driffield, East Yorkshire YO25 8JX.
- **Over 150** games and an Action Replay Mk VI cart for sale. Games include *Elite*, *Creatures 1 & 2*, *3D Construction Kit* and *Sleepwalker*. Sell for £100, I pay postage. Also Zzap issues 83-90, Commodore Force issues 1-12 and Commodore Format issues 20-38, all with cassettes, a bargain at £75. Call Steve on 0436 842 274.
- **C64, Datasette**, 2 Joysticks and oodles (that's lots) of games, only £100! Worra bargain. Call Dave on 0529 488499 now and claim your free CF back issues.
- **For Sale**: C64 games from 50p, all originals and boxed. Send SAE for free list to Marc Cobelli, 57 Holdenhurst Avenue, Boscome East, Dorset, BH7 6RB.
- **Loads of** classic C64 games including *Leaderboard* and *APB*. Good prices. Phone Scott on 0202 731625 after 4pm.
- **58 C64** games including *Turrican*, *Creatures*, *Batman*. Also 12 covertapes and

magazines for the 64. All for only £110. Phone 0753 524000.

- **For sale** 13 games, 3 compilations, art package with mouse and a joystick. Contact Jamie, 4 Straws Close, Irthingborough, Northants. NN9 5PL.
- **Classic,** Jet Set Willy (tape) £5, *Volfied* (tape), *Lords of Chaos* (disk). As new £8 each. Will swap any item for *Speedball 2* or *Revs*. Tel Matt on 0964 527 572.
- **Tape games** £2 each: *Arnie*, *Odus*, *Space Gun*, *HeroQuest*, *Out Run Europa*,. On disk *Arnie*, *Wrestlemania*. Phone Ben on 021 353 5626.
- **Commodore C64** games for sale, including *WWF* and *Eswat*. For £20.00p. Tel 0222 747 875.
- **Commodore C64**, datasette, joystick, over 120 games, Commodore Format mags - £80. Write to Jamie, Watch Bungalow, Maundown, Winiscombe, Taunton TA4 2HN.
- **Stacks of** games and utilities on disk and tape, cheap. Also C64 disk drive , datasette, joystick and many games £99. Call 081 679 8988 Daniel.
- **For sale**: *Tau Ceti*, *Turbo Outrun*, *Silkworm*, *Midnight Resistance*, *Dragon Ninja*, *Goonies* or *Turrican*. Only £1.50 each. Contact Philip, 188 The Street, West Horsley, Surrey KT24 6HS.
- **For sale** C64 tapes: *First Samurai*, *Cool World*, *Lethal Weapon*. Brand New £5 each or will swap for *Nobby The Aardvark* and *Sleepwalker* or Trolls. Call Martin on 081 902 7456.
- **For sale**: C64 for £80 or ZX Spectrum+ for £30 ono. Both with loads of games. Phone 0203 675 281 after 6pm.
- ***Bubble Dizzy***, *Dizzy Panic*, *Tilt* - CodeMasters, *Miami Vice*, *Hunters Moon*, *Defenders of the Earth*, *Posidon Planet Eleven*. All for £9, call between 5 and 6.30.
- **C64 games** on disk and tape, reasonable prices. Trilogic Expert Cartridge, Commodore colour monitor with leads for C64. 081 679 8988, Daniel.
- **C64 computer** with 1541 disk drive, BPS1101 daisy wheel printer, loads of games on tape and disk including WP and DB software, joystick. £250 ono, will split. Call 091 586 2091 after 5pm.
- **C64, disk** drive, AR cart, Power cart, CF1-37, over £200 of games, 2 joysticks, 2 datasettes, 2 power supplies. £200. Tel 0780 52389.
- **CF tapes**: 1-11, 19, 25, all tapes load properly. Bargain £20. Tel 051 260 0317.
- **C64, 2** datasettes, 2 light guns, 250+ games, mouse, sound sampler plus 37 CF mags. £150 ono. Tel 081 599 3014.
- **£500 worth** of games for C64, all tapes, many latest games. Sell for £150, negotiable. C64 VGC with games £175. Tel Peter on 0273 304 145.
- **C64 cassettes** in original packaging, 12 games (7 boxes) incl. *Treasure Island Dizzy*, *Hammerfist*, *Short Circuit*, *Hostages*, *Run the Gauntlet*, *Pro Powerboat*. £15. Tel Alex on 081 347 9414.
- **C64 T2** pack, disk drive, AR cartridge VI, over 150 games on cassette and disk. Worth £300, only £150 ono. Tel Shifnal (0952) 461175.
- **Issues 1-27** off CF, any offers or swap for a good SNES game. Write to Philip, 7 Amanda Road, Harworth, Doncaster, South Yorkshire. DN11 8HP.

SERVICES

- **For details** of *FGM* the C64 graphics and text printing package which supersedes Printshop and Printmaster send an SAE to Wilson, Dornoch Road, Bonan Bridge, Sunderland. IV24 3EB.

USER GROUPS

- **Swap Club**. We swap C64, Speccy, SNES, NES, Game boy and Mega Drive. Phone David on 0803 606521.

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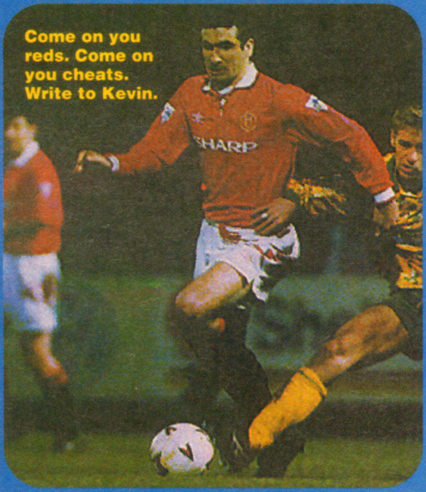
- **The only SEUCK** user group. Send today for full info pack. Write to: SEUCKers, C/o 12 Arthur Avenue, Caister-on-Sea, Great Yarmouth, Norfolk. NR30 5PQ.

PEN PALS

- **Interested in** cheats and a Man United fanatic? Write to Kevin, 111 Pinebrook Grove, Artane, Dublin 5, Ireland.



Come on you reds. Come on you cheats. Write to Kevin.

- **Pen pal** wanted. Like Music? C64 mad? Send letter describing yourself and photo if poss. Write to Bruce at 60 Liddel Road, Cumbernauld, Scotland G67 1JE.
- **Pen pal** wanted. Must have a C64 and be about 13 years old. Write to George at 30 Back, Isle of Lewis, Scoland PA86 0LF.
- **Hi, if** you like computers and MTV and are aged 11-14 contact Laura Kelly, 43 Old Fallings Lane, Fallings Park, W'ton. WV10 8BH.
- **14 year** old female, likes *Star Trek*, computers and music. Give details on yourself, photo if possible. Write to Jessica, Hafod Y Glyn, Maes Y Glyn, Llanfairfechan, Gwynedd. LL33 0BN.
- **Hello, want** a pen pal? Must support Scotland. Swap tips, games etc.? If you're interested write to Shane Marshall, 21 Carniel Terrace, Carnock, Fife. KY12 9JL.

MESSAGES

- **Thanks go** out to David from Hull for the Biorhythms program. From Mr. A J Marshall in Essex.
- **Happy birthday** to you, happy birthday to you, happppy biiirthday to Chr…is, happy birthday to you.
- **Congratulations AA** on reaching your hundreth, may there be many many more.
- **Thanks to** Sarah for looking after the cats for me, I hope your teeth get better soon.
- **Steph the** shark is looking limp, come back Andy O,. we need you.

Do you suffer the pain of sensitive teeth? Shouldn't be a shark then.

BUY-A-RAMA ORDER FORM

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Commodore Format

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DEAD SMART

NOBBY THE AARDVARK

Thalamus

Seven levels of pure bliss and each one like a game in itself, from a manic ballooning section to a *Indiana Jones and the Temple of Doom*-style rail car ride…Fab stuff.

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Nobby the Aardvark (Cass,	£11.99	£9.99	CFNAC
Nobby the Aardvark (Disk)	£15.99	£13.99	CFNAD

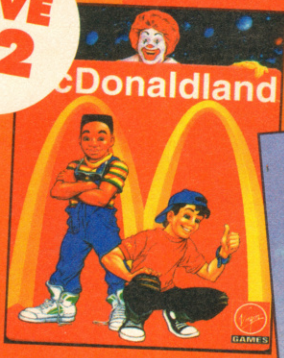
MCDONALDLAND

Virgin

Just for a change, here's a different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish, mild curry sauce and no gherkins. Have a nice game. Ermm, buddy.

SAVE £2

Description	RRP	*CF* Price	Order No
McDonaldland (Cass)	£11.99	£9.99	CFMCC
McDonaldland (Disk)	£15.99	£13.99	CFMCD

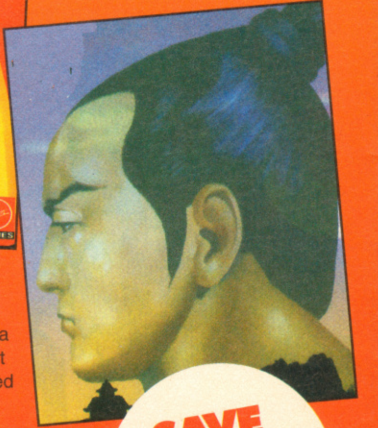


FIRST SAMURAI

UBI Soft

A classic arcade adventure hack-with-a-big-sword-'em-all-up with a distinctly oriental flavour, *First Samurai* received one of the highest scores CF has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay and great whatever else there is left to be great. Be warned – this game is dangerously addictive!

Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD



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COMMODORE FO

CF22: Cover tape – full games: *Hover Bovver, Agent Orange.*
Demo: *Robocod.*
Gamebusters: *Murray Mouse, Rainbow Islands*
Reviews: *James Pond: Robocod, Biff, Dylan Do Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber.*

CF23: Cover tape – Full games: *Defenders Of Th Earth, Johnny Reb 2.*
Demos: *Biff, Bug Bomber, Nobby The Aardvark.*
Gamebusters: *Maze Mania, Rainbow Islands, Seymour Saves The Planet.*
Reviews: *Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors.*

Commodore FORMAT
32
POWERPACK'D
ARNIE 2
WILD!
REVIEWS!
PLUS

CF24: Cover tape – Full game: *Famous Five.*
Demos: *Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.*
Gamebusters: *Space Crusade.*
Reviews: *Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.*
Specials: Getting the most out of your datassette.

CF25: Extra Cover tape – *Saracen Paint.*
Tape – Full game: *John Lowe's Ultimate Darts.*
Reviews: *Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.*

CF26: Cover tape – Full games: *Twin Tiger, Cosmic Causeway, Bomber.*
Reviews: *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3*
Specials: The First installmen of the epic Let's Make A

SUPER STORE

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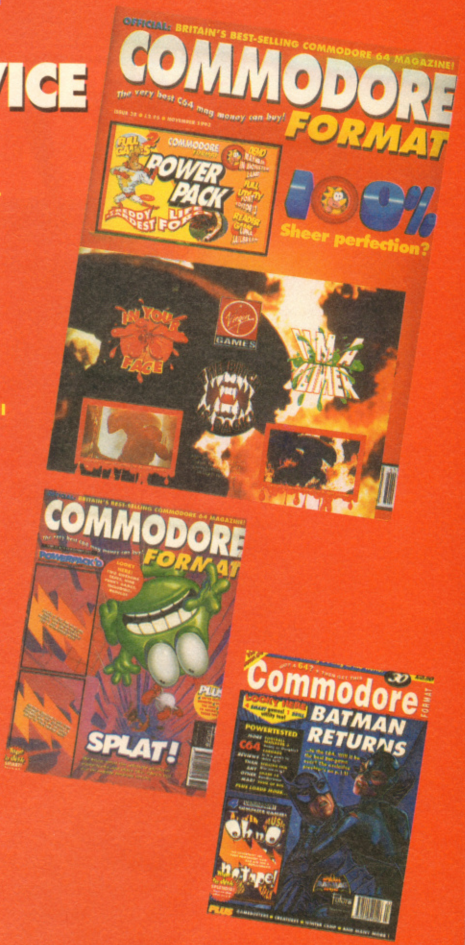

Monster series - following the progress of *Mayhem in Monsterland* from the Apex lads.

CF27: Cover tape – Full games: *Deflektor, Alternative World Games, The Muncher.*
Demo: *Sceptre Of Baghdad.*
Gamebusters: 13-page *Creatures 2* special.
Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.*

CF28: Cover tape – Full games: *First Strike, Fifth Gear, Locomotion, Reckless Rufus,* Nick *Faldo's Championship Golf.*
Gamebusters: *Spellbound Dizzy, Famous Five.*
Reviews: *International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Champ Golf, Paint And Create.*

CF29: Cover tape – Full games: *Herobotix, Battleships, Highway Encounter.*
Demo: *Carnage.*
Gamebusters: *Spellbound Dizzy, Batman.*
Reviews: *WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

CF30: Cover tape – Full games: *Slayer, Rebounder, Daedalus, Blackjack 21.*
Gamebusters: *Creatures, Reckless Rufus, Winter Camp.*
Reviews: *Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.*

CF31: Cover tape – Full games: *Cauldron 2, Snare, Subterranea.*
Demo: *Arnie 2.*
Gamebusters: *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.*
Reviews: *McDonaldland, Table Tennis, Snare.*
Specials: *SEUCK.*

CF32: Cover tape – Full games: *Thrust, Steel, Corya.*
Full Utility: *FROST* (sprite design utility).
Gamebusters: *Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.*
Reviews: *ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.*

CF33: Cover tape – Full games: *Snackman, ATA, Water Polo, Corya Part 2.*
Gamebusters: *Lethal Weapon, Thrust.*
Reviews: *Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports.*

CF34: Cover tape – Full games: *Arac, Coyra Part 3, Shellshock.*
Gamebusters: *Lethal Weapon, The Simpson.*
Reviews: *Argon Factor, Addams Family, Liverpool.*
24-page special: The best 64 games that you can still buy.

CF35: Cover tape – Full games: *Space Academy, Hallax.*
Gamebusters: *Last Ninja, Future Wars.*
Reviews: *Suburban Commando, Pirates, Mercs.*

CF36: Cover tape: *Star Ray, Squibbly Skwob.*
Gamebusters: *Simpsons, Street Fighter 2.*
Reviews: *Gunship, Bee 52, Project Stealth.*

CF37: Cover tape: *Nebulus, I Alien.*
Gamebusters: *Simpsons, Street Fighter 2.*
Review: Exclusive *Alien3.*
Specials: The Ultimate Flight Simulator, Back in the DHSS, the penultimate Let's Make a Monster.

CF38: Cover tape: *Life Force, Freddy Hardest.*
Gamebusters: *Simpsons, Nebulus.*
Review: Exclusive *Mayhem, Hook, Nightshift.*
Specials: The Ultimate Sports game, Start your own PD library, Monstermind.

CF39: Cover tape: *Freddy Hardest, Deep Strike*
Gamebusters: *Castle Master.*
Reviews: *Lemmings, WWF2, World Class Rugby.*
Specials: Secret of SEUCKcess, Apex Game Design.

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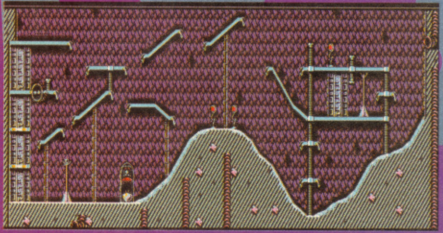
THAT WAS THE YEAR THAT WAS

Have you been reading Commodore Format for a whole year? Has it really been a whole year? Time flies, alright, but apart from an expanding waistline what is there to show for it? Well…



As well as being really very cool, Cool World is also a truly huge game, packed with stuff to do.

JANUARY

Commodore
BOGEY ON DOWN!

The beginning of 1993 saw, amongst other things, the preview of *Lemmings*, a game that only got released last month. The C64 Corp held its breath for a whole year to see if it was any cop. Would it be the only version of the cult puzzle game that was a bit on the lame side ? Read on.

January also saw the 'Johnny's got loads of Christmas money' release of *Cool World*, a full price offering from Ocean, scoring a very respectable if not downright good score of 85% – unbelievable as it may seem, this was a licensed game that actually played alright.

FEBRUARY

Commodore
RIPPING STUFF

Ooh – this is where we get close to desperately annoying a long-standing C64 software house – Alternative Software, Admiral Software, Again Again, or whatever else they want to call themselves this week.

Anyway, this chameleonic little software house saw fit to release the C64 version of a game which received a serious kicking on just about every other format – *Doctor Who Dalek Attack*. Apart from being completely and utterly crap, it was also warped – following is a snippet from an interview with Sylvester McCoy (conducted by our ex-prodie Dave Golder) on the fact that in the game, *Doctor Who* carries a gun.

"When I got the job as *Doctor Who* I didn't want to be violent in the role. I didn't want to beat the monsters to death. I wanted the Doctor – because he comes from another world – to be much more intelligent than humanity and he would know that violence is not the answer. If my Doctor is doing anything violent I'm really saddened by that."

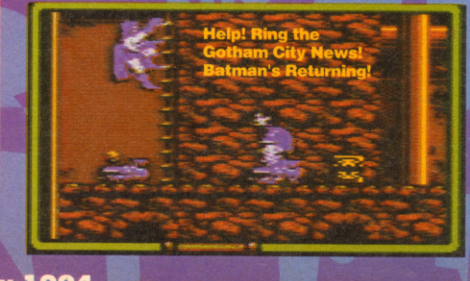
MARCH

Commodore
BATMAN RETURNS

By this point, the Rowlands boys had reached month five of *Mayhem*, and had a working version of Pipeland for all to see. Granted, the version they had turned out to be nothing like the final *Mayhem*, as there were still loads of changes to be made before the whole project is finished.

On a slightly more doom-filled note, March also saw the panic setting in through the CF team that they were soon to be hit by *McDonaldland*, the advert with a game tacked onto the back. I feel a little sick, now.

Batfans might be interested to know that it was this month in which we previewed *Batman returns*… I wonder how it finally turned out?



Help! Ring the Gotham City News! Batman's Returning!

APRIL

Commodore
McDONALDLAND

Imagine a silent nuclear war that hurt nobody. Odd feeling, huh? This was nothing to the strange 'something's about to go horribly wrong' feeling besetting the CF crew when *McDonaldland* scored 71%.

"It was weird because we were expecting it to be completely crap – it turns out it wasn't so bad in the end, but I still couldn't play it because it kept making me think about food." Dave Golder

The other high point in April was the Face To Face interview with Kelly Sumner, the MD of Commodore UK. On a purely feelgood note, he revealed that he's actually sold 15 million C64s worldwide. It also turns out that he's only ever played one computer game in his life – *Humans*, on the TV gameshow GamesMaster (he won, flukily enough).

MAY

Commodore
ARNIE 2

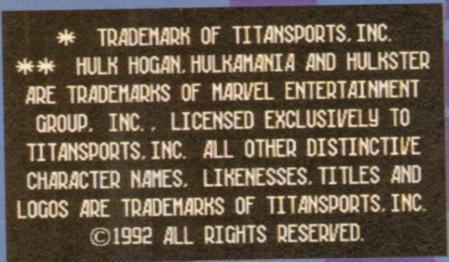
Being the approach to summer and the time when Billy and Johnny are out playing football, the computer industry slid towards its usual summer slump, making for a relatively quiet month on CF.

The high point of the whole issue was the review of *Arnie 2*, a long-awaited sequel to a very good but horrifically violent game.

SCORE:
LIVES :2

In order to confuse the enemy, Derek ordered his troops to paint all the helicopters bright purple.

So what happened outside the world of the C64? Well who cares? Various treaties were signed, and several peaces were negotiated, but if they're not shattered by war now, they will be within the next couple of months. May is dull – that's just the way it is.



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Pretty much got the copyright sewn up haven't they. This is the reality of 1990s computer games.

JUNE

COMMODORE FORMAT
RACE RIOT!

Now is the summer of our discontent – and on it plods, drawing behind it an array of bored CF people, with only a few games to relieve the relentless (and boring) heat.

WWF Wrestlemania is always one of the more fun reviews to write – when there's that much to take the rise out of, there'll barely be space left on the page to say what the game is like. It did fetch a respectable 88%, though, making for another fairly straightforward month.

Sensing he needed a quick escape, Algernon tried to levitate away from the ghoul.

JULY

COMMODORE FORMAT
HE SHOOTS! HE SCORES!

Like the boiling of the ocean, July takes quite a while. So long, in fact, that the CF team still have time to do the mag after taking their annual escapes to better climes. Get the message? It's hot, it's long, it's the usual summer slump.

Rodland. Well, there weren't any rods in it, were there?

This didn't stop *The Addams Family* or *Rodland* making their ways to the front of the crowd – if you weren't satisfied by top exploration action with the *Addams'*, you'd surely have to grin maniacally and settle down to a good hour of smashing cute things into walls, floors, and each other. Games such as *Rodland* should not be missed, played, or liked. They should be worshipped by world leaders as the way forwards – sheer, guilt-free, ball-crunching all-out violence.

AUGUST

COMMODORE FORMAT
INCREDIBLE HULK!

In a surprise attack of complete oddness, Dave decided to stroll off up the country and interview a member of a very rare species – SX64 owners. For those of you not familiar with these rare beasties, they're basically an almost portable C64 ('almost portable' means 'small, but weighing enough to break Geoff Capes' knees'). For some completely bizarre reason, this odd little machine captured the hearts of our readership – you all wanted a piece of the most underhyped portable to have ever existed.

SEPTEMBER

COMMODORE FORMAT
CHOMP!

September – what a month. As far as CF goes, September meant big changes, with the departure of Trenton Webb to edit the one and only *Game Zone* (for Nintendo consoles), and Dave Golder to edit *Amstrad Action* (my original mag to which, incidentally, congratulations should go as it's just reached its hundredth issue).

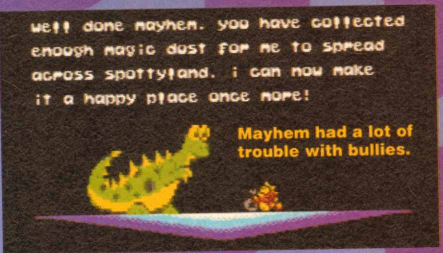
And so in walked Hutch, ex editor of Your Sinclair, ST Format and What Lichen Monthly (amongst others), and me, Simon Forrester, to do the occasional bit for CF outside my work on AA.

OCTOBER

COMMODORE FORMAT
SPLAT!

The Mayhem tension continues to build, with the final chapter of Making A Monster, and a preview of it's result – *Mayhem In Monsterland* is nearly upon us, a point marked by the inclusion of a demo of the game on our power packed covertape.

On a slightly more 'you wouldn't notice it, would you' level, October was also the month that we decided to change the paper size from A4 to Super A4 (it was a bit wider), giving you even more for your C64 than ever before with Super A4 (and even if it didn't it was still a pretty nifty bit of rhyming). Then the nights really start to draw in…



well done mayhem. you have collected enough magic dust for me to spread across spottyland. i can now make it a happy place once more!

Mayhem had a lot of trouble with bullies.

NOVEMBER

COMMODORE FORMAT
POWER PACK
100%
Sheer perfection!

And this is where things get heated, with the extravagant awarding of a 100% rating to *Mayhem In Monsterland*. Have they gone nuts? Is it just biased? Can any game be perfect? The answer is no to all three – if you want the full picture, order a back issue (turn to page 53), but just to bring you up to speed, what about a game that's as good as you're ever going to see on the C64 (and Clur still disagrees).

DECEMBER

COMMODORE FORMAT
BOOM!

In the final wintery months, the eagerly awaited *Lemmings* finally arrives, to cries of "It's crap!" from bits of the CF team. It isn't really all that bad, it just reeks of "Well here's a game that's guaranteed to do well, so we may as well program it with all the skill of a chimp". Sorry Psygnosis.

On a slightly more important (and for some of you, idol-losing) note, it was at the end of the December issue that we had to say goodbye to CF's star-staffie, Clur. She's taken over my old job on AA (just as I've taken over hers here).

OUT 01 IN 000% TIME 4-56

Indiana Lemming stumbles into the clearing, finally knowing that the secret of the Inca temple was his.

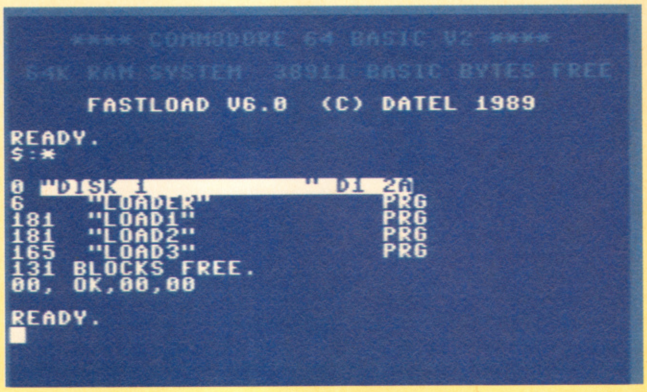
AND SO TO THE PUB

And with the year drawing to a close, the various members of the team can be seen gearing themselves up to do it all over again… oh and if you missed any of these fantablious issues then turn to page 53 to order you back issue.

… helo… its rgr frame ere. the laptop' w@rkin a bid. . ! thiss iz the wort yere off my lif. ged me oud of diz jail nowwww. o no her comes th jailr wit meye tee.

MICROMEDIA

For years now, members of the KGB, FBI, MI6, etc have been trying to perfect the ultimate way of storing information on microdots and other small things. So have Bull Electrical. The big question then; have they beaten the world's largest, whisper-their-name security services to it?



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READY.
$:*

0 "DISK 1           " D1 2A
6     "LOADER"           PRG
181   "LOAD1"            PRG
181   "LOAD2"            PRG
165   "LOAD3"            PRG
131 BLOCKS FREE.
00, OK,00,00

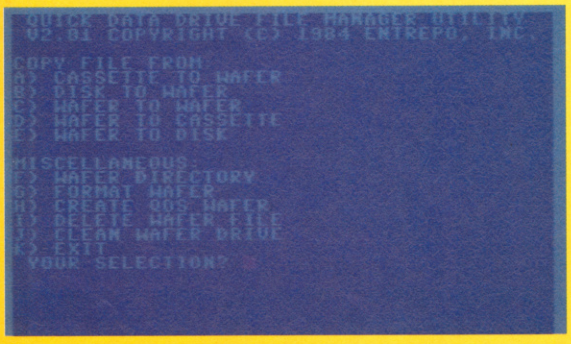
READY.
█
```

On the other hand, why not just stick with the normal 5.25 inch version? It's your choice; as you can see, you get a more storage space on 5.25.

As any historian will tell you, there hasn't been a single day of total peace in the last century – on any date you'd care to mention there has been a war between someone, somewhere on the planet. Why is this? Simple really, as war is caused for two reasons; religion (answering for 99.9% of all conflicts) and storage media (the clash between tape and disc owners, brought home by the East Goscote riots of '89).

What causes all the problems, though? Imagine being a disc drive owner, and getting your copy of CF each month, knowing only that you'll have to wait for hours loading a tape that may not even work. Oh, what joy if CF put a disc on the cover instead (as well as being less hassle for disc owners, it's also less hassle for us). Tape owners don't quite see it that way, though – they like being able to buy games for £3.99 (and quite rightly so, too), and don't want to have to send away for the tape version of a CF cover disc. Besides, the one format common to both disc and tape fans is the tape, as all C64s come with a tape deck as standard (you buy the disc drive later). Disc owners don't like this fact. In fact it's up there with loathing Wimbledon, Mr Blobby, Mandy off Eastenders and John Major.

> *War is caused for two reasons; religion and storage media (the clash between tape and disc owners, brought home by the East Goscote riots of '89)*



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 QUICK DATA DRIVE FILE MANAGER UTILITY
 V2.01 COPYRIGHT (C) 1984 ENTREPO, INC.

COPY FILE FROM
A> CASSETTE TO WAFER
B> DISK TO WAFER
C> WAFER TO WAFER
D> WAFER TO CASSETTE
E> WAFER TO DISK

MISCELLANEOUS:
F> WAFER DIRECTORY
G> FORMAT WAFER
H> CREATE QOS WAFER
I> DELETE WAFER FILE
J> CLEAN WAFER DRIVE
K> EXIT
 YOUR SELECTION?
```

As you can see, the MFU has loads of bits and pieces to make your wafering life easier, but there isn't much storage space.

WE HAVE THE ANSWER

So for all you people who think tapes are way too slow, along with all those who don't want to go through the hassle of a disc drive (and a rapidly diminishing number of games being supplied on disc), we've found a whole new way to store your data – the Quick Data Drive from Bull Electrical.

The idea behind the drives is quite simple – the actual storage cartridges are like tiny cassettes (called wafers), containing a spool of tape that, as it's devoted purely to your C64 (as opposed to the classic tape design which was perfected for storing music) it's a hell of a lot better at storing standard C64 file information, and the drive therefore acts more like a very fast tape deck than anything else.

So you've got this little microdrive plugged into the port that your tape deck used to occupy – now what? Well, the drive itself comes with a little operating system program that you can load into your machine by simply inserting the cart, using the standard load instruction on your C64, and pressing the play button (the decks have only one button, which is play – the rewinding is done automatically in a whirr of little motors).

From this point on, the machine is fully aware of the fact it's got a different kind of gadget plugged in, and acts very nicely in conjunction with it. But how do the data drives themselves act?

THE REVIEW BIT

Firstly, a few facts:

- A cart can hold only 128k.
- Unfortunately no commercial software is available on the wafers.

Oh and here are a few more slightly uplifting facts to keep all you Microdrive fans happy:

- It does come with quite a well thought out and advanced operating system (unlike the C64).

Is that it? Oh – there's a file management utility as well. Right. The FMU itself is quite useful, as it allows you to do all sorts of filing and sorting operations, as well as formatting new wafers and the like. This is a very definite advantage, as the C64's own filing operating system is, it has to be admitted, completely and utterly nob.

So, if all goes well, we should have a storage system to rival those huge cumbersome disc drives (though admittedly with less space). Speedwise, the QDDs do compete, running a claimed 30 times faster than a tape drive and 3 times faster than a disc drive, but you have to bear in mind that the only software you'll be able to store on them is your own work – though the operating system comes complete with tape or disc to wafer utilities, this will only work with your own programs or unprotected programs, and not with your latest funky disc game from the Hugelycorporate-mega-group Software Inc. And so for the final judgement, you may be slightly disappointed – but being kind chaps:

A jolly cheap, fast, and easy way to store data, just not all that much data, and it has to be your own work. This is a storage system that'll suffer due to a lack of commercial support as opposed to its own merits. **50%**

WHAT WILL I BE GETTING AND HOW?

You can get hold of a QDD from Bull Electrical for just £14.99. For this money you'll get one microdrive and one wafer, with additional wafers costing £3. The address to write to is Bull Electrical, 250 Portland Road, Hove, East Sussex, BN3 5QT. Alternatively, you could order by phone (they accept various charge cards) on ☎0273 203500.

QUICK DATA DRIVE

MICRODRIVE -

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A WORD PROCESSOR
A SCREEN COLUMN DOUBLER
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When you have done that, all you need to do is put your NAME and ADDRESS, and your CHEQUE or POSTAL ORDER into an envelope and send it to ODUS at this address...

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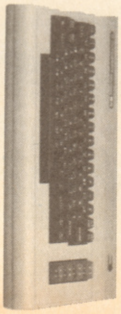

CF

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1994 IS THE YEAR OF THE MEGA-CD

And in the January issue of *Sega Zone* you'll find out why. But basically, there are loads of CD games on the way, and we're closely examining 50 of them.

Also:

There's a smashing free book telling you all (and we mean *all*) about Sega

And reviews of:

- Boxing Legends of the Ring
- ToeJam & Earl 2
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CHARTS

TOP TEN

1	**THE SIMPSONS**	▲	HIT SQUAD £3.99	CF32 92%
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3	**RAINBOW ISLANDS**	▲	HIT SQUAD £3.99	CF19 93%
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8	**MULTIMIXX 1 GOLF**	NEW	KIXX £4.99	CF10 90%
9	**NIGHTSHIFT**	NEW	KIXX £7.99	CF39 72%
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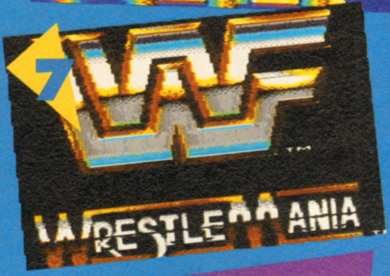
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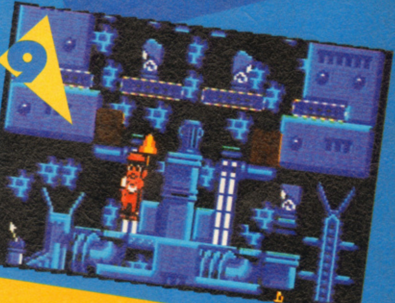

9

CHART FACTS

The Simpsons have fought off a challenge from Creatures for the the top spot. But watch out for a strong battle next month from Rainbow Islands and NightShift.

① Quiz game. Something to while away those dull Christmas evenings?

② Full price games.

(38) Budget releases - you stingey lot.

④ Beat-'em-ups. You violent lot you. What wrong with train-spotting?

THAT WAS THE MONTH THAT WAS: DECEMBER 1992

1 *Golden Axe* (Tronix)
2 *Arnie* (Tronix)
3 *Graeme Souness Soccer Manager* (Zeppelin)
4 *Italia '90* (Tronix)
5 *Rainbow Islands* (Hit Squad)
6 *Lotus Turbo Challenge* (GBH)
7 *F16 Combat Pilot* (Action 16)
8 *Fun School 2 Over 8s* (Hit Squad)
9 *Creatures* (Kixx)
10 *Match of the Day* (Zeppelin)

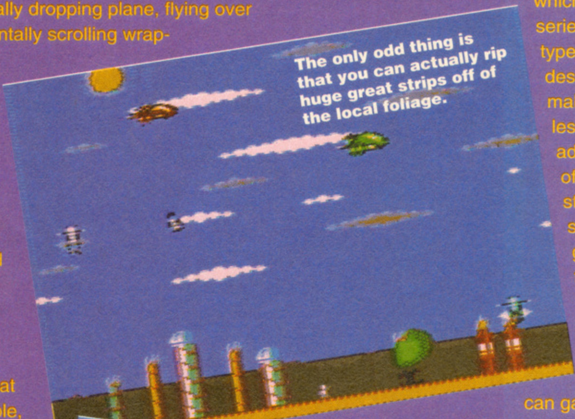
THE 10 THINGS THE CF CREW ALWAYS SAY IN THE OFFICE

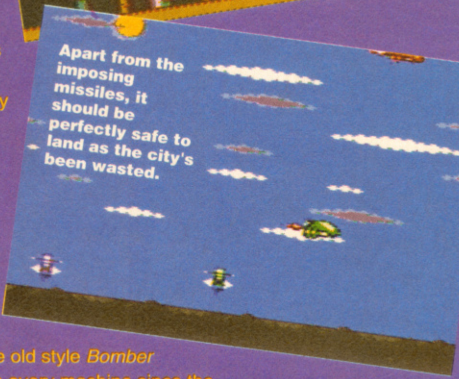
- Has the front passage sarnie man been round yet matey? *(Ollie)*
- Right, the grabs are in Appleshare, the text is in my public folder and I'm off to get some grub from Mr Squiffy's Nosh shop. *(Simon)*
- Tears before bedtime. *(Hutch)*.
- Do you want to run that one by me again Lisa? *(Hutch)*
- Ha ha ha ha ha. *(Lisa)*
- Not recently, no vicar *(Hutch)*.
- I'm having pork chops and spuds for tea tonight. *(Lisa)*
- Sorry I'm late matey, Batman was on. *(Ollie)*
- Ooooo that's so cute. *(Lisa)*
- So then Batman used his Batarang on the Joker and bopped him. *(Ollie)*

CITY BOMBER

What used to be "chocks away" has turned into lots of technical wibble about neon waves as Simon takes to the skies in nostalgic glory.

Remember *Bomber*? Yes you do – it was one of the very earliest computer games in which you were in a gradually dropping plane, flying over a horizontally scrolling wrap-around city about six or seven screens wide.. If you had a ZX81 or the C64's grandfather the VIC20, you'll have played it at some point in your life. The original itself only had one control, bombs away, as that was all you had to do – just level an entire city, creating a nice safe flat part to land on – simple, really. The original also ran in black and white (as it was on the really early machines), with absolutely no sound (we didn't have that back then, either).

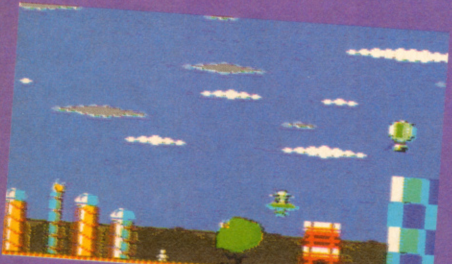

The only odd thing is that you can actually rip huge great strips off of the local foliage.

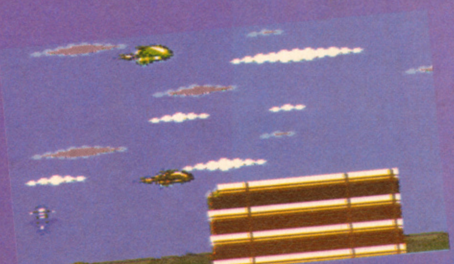

Apart from the imposing missiles, it should be perfectly safe to land as the city's been wasted.

IT'S BACK

This is a preview of a forthcoming release from Logyk software called *City Bomber*. That's right – the game itself is based quite closely on the old style *Bomber* game (which has been on every machine since the ELENIAC), with a few additions:

- You can move left and right as well, allowing you not only to fall back and give you longer to aim up for a building (the difficult bit of the gameplay is timing your bomb-dropping so they hit the buildings exactly), or fly forward if you're in a bit of a hurry.
- You'll have to avoid the city's defence system, which consists of a series of odd rocket type things intent on destroying you, making the game less one-sided, and adding a few more of the now-standard shoot-'em-up gameplay features to the original.
- If you bomb a hot air balloon, you can gain height, buying you valuable extra time (as you've got longer before you start smacking into anything you haven't fully bombed).
- It's a two player game with both players on the same screen at once. This has always been a good thing as far as shoot-'em-ups are concerned, as being able to play the game with another person has always been a little more social than sitting around on your own blowing things up. It's also the cause of loads of arguments. Of course, this is only a preview of the final version, and so Logyk will undoubtedly add a few more bits and pieces, but is we ask outselves, this enough?


You've obviously never been to Kidderminster, have you? It's very much like this, you know.


One handy tip is to always try and avoid the buildings – they can really hurt, you know.

CHEATS

The first thing that might cross your mind is that it's not exactly very clever to rip off an older concept wholesale – where's the originality? The answer is simple, and twofold:

- The original was fun but dated, so if it's possible to bring it up to date a little, well that's perfectly justified.
- Why haven't you complained before now? Just about every single game you'll ever play is based on an older one – virtually nothing new has appeared for quite a few years.

And I have to say I agree – the original game was a wonderful concept, and so there's absolutely nothing to be ashamed about in recognizing this fact and actually using it. After all, it's not really a direct copy, as with the few heavy tweaks they've already made to the concept the gameplay is radically changed.

GET TO THE POINT

All in all, I'm looking forward to reviewing this one when it's finished – it's a nice tribute to an old classic with still enough to keep it new, original, and even more fun. Granted, it's not going to be anything even remotely startlingly new, but maybe that's not such a crime after all. *City Bomber* is in danger of being dull, but if the programmer thinks a bit, they might just add enough to keep it interesting for longer than Home and Away.

THE REVIEW BIT

I suppose a little bit of standard looking forward to the review is in order as well. So let's do that now Cyril.

Graphically, this game takes its cues from much newer games – everything's clear and well animated, with a variety of different buildings to blow up and some people running around that are a bit more difficult to hit (they really are small). The difference in airborne obstacles is a little less pronounced, as the game makes heavy use of colour – in black and white they'd all look completely identical.

Sonically, it's looking good. In-game effects are used sparingly, and don't mar the gameplay to the degree they could have. Hopefully there'll be a nice tune at some point, but they shouldn't put it in the main game (I really shouldn't give hints like this, you know).

As far as gameplay and initial looks are concerned, this has classic oldie values; namely there's a simple task, simple controls, and simple gameplay. In short, it's just fun.

TREASURE ISLE

In a fit of generosity (must be Christmas), Hutch offered to review this swashbuckling pirate adventure game. He wears the eye patch, fake wooden leg, dodgy parrot, inane grin and ridiculous hat to this day...

They were mad old salty sea dogs, those pirate chaps. I mean, they put up with untold hardships like sea shanties, rats, death, mutilation, outside toilets, manning the mainsail, accordion players and Spanish idiots in absurdly large hats all for the chance of finding a bit of treasure. If they were around today they'd all be quiz show contestants.

Any road up, ever since the pirates hung up their cutlasses, misty eyed adventurers the world over have been looking for their ill-gotten treasures. Every peculiar looking rocky overhang has been checked out, every X shaped tree has been hacked down and eve mysterious skull-shaped cave has been investigated. Until now that is.

Alright seedy intro aside, Treasure Isle is an adventure game. Adventure games (to those of you who aren't in the know) are text based problem solving games. By collecting various items, visiting assorted locations and 'interacting' with a select band of game characters you meander slowly towards a long term goal which, in this case, is finding some buried treasure.

The primary difference between this kind of game and those which involve joysticks is that adventure games require a bit of thought and some extended Biro chewing. More often than not you end up bashing your head repeatedly against the keyboard in search of the elusive phrase which will enable you to progress to the next challenge.

The success or failure of any adventure game rests wholly on the sophistication of the parser. This is the bit of the program which interprets your commands; the better the parser, the more sophisticated your sentences can be. Treasure Isle's parser is of a fairly sophisticated standard, meaning that while it can understand phrases like "Get all" or "Put lamp on table then go west", it'll have a bit of a problem with "Float lethargically towards the throbbing light while loudly reciting Macbeth."

The problems in Treasure Isle are all fairly logical. When you encounter a little girl who's blocking the way, for instance, you simply go and buy her an ice cream and she'll clear off. Thus, as you wander around the Canary Islands (the setting for the game) you come across sundry obstructions which you may ble to complete until you've done something else (like buying an ice cream for instance).

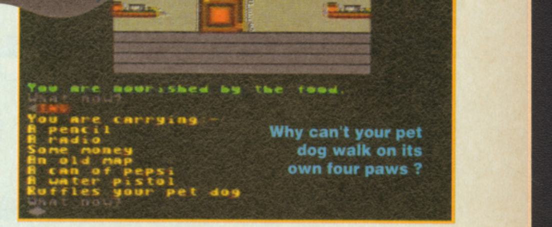
Treasure Isle has got graphics in it. They even move a bit. But they serve very little purpose other than to spice the screen up a bit. There's also some sic (adventure game purists wouldn't approve) but this should be switched off at the earliest opportunity and replaced with some tunes on the old stereo.

I feel I can recommend this game for several reasons. Firstly, it has a comprehensive help system which offers golden nuggets of advice at just the right moments. Secondly, the parser is adequate, if a little reliant on exactly the right word. Thirdly, you (that's Weebles in the game) own a dog called Ruffles.

There's nothing overly taxing in this game. A bit of minor perseverance and you'll complete the vast majority of the puzzles. But when you do run up against a brick wall, simply have a sip of coffee, gaze out the window for a bit, pick your nose and then enter the most obvious thing you can think of. It usually does the trick.

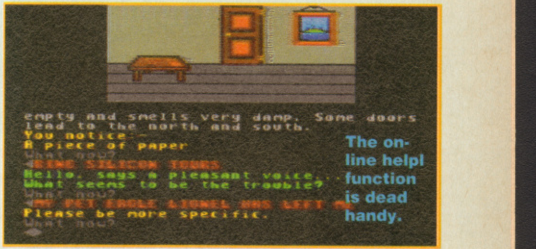
HUTCH

> It'll have a bit of a problem with "float lethargically towards the throbbing light while reciting Macbeth."



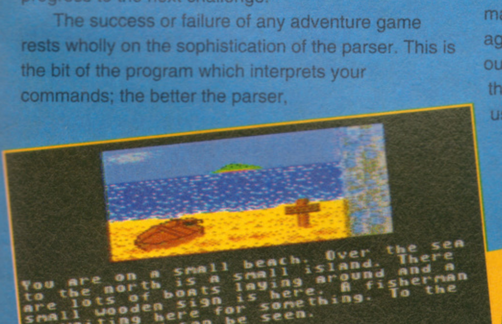
```
You are nourished by the food.
What now?
<INV
You are carrying:-
A pencil
A radio
Some money
An old map
A can of pepsi
A water pistol
Ruffles your pet dog
What now?
```

Why can't your pet dog walk on its own four paws ?



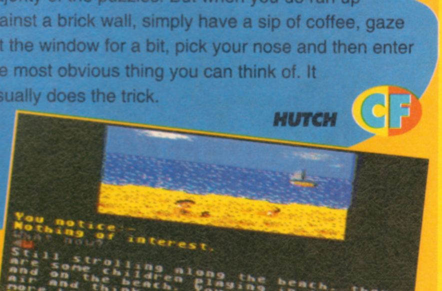
```
empty and smells very damp. Some doors
lead to the north and south.
You notice:-
A piece of paper
What now?
<[illegible]
Hello, says a pleasant voice...
What seems to be the trouble?
What now?
<MY PET EAGLE LIONEL HAS LEFT M
Please be more specific.
What now?
```

The on-line helpl function is dead handy.



```
You are on a small beach. Over the sea
to the north is a small island. There
are lots of boats laying around and a
small wooden sign is here. A fisherman
is waiting here for something. To the
south a road can be seen.
You notice:-
Nothing of interest.
What now?
<READ SIGN
The sign reads:- Boats for hire!
What now?
```

Fancy a row on the sea. Hire yourself a dinghy.



```
You notice:-
Nothing of interest.
What now?
<W
Still strolling along the beach, there
are some children playing in the water
and on the beach. You smell the fresh
air and think, what a luxury. There is
more beach to the north and east.
You notice:-
Nothing of interest.
What now?
<KICK SAND IN WIMPY GUYS FACE>
```

The beach is full of happy sewage.

CF VITAL STATISTIX

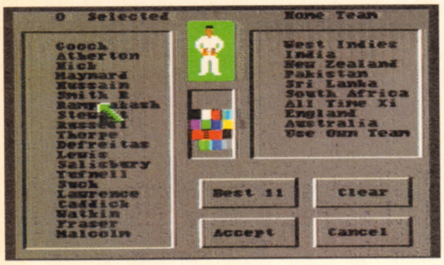
GAME	TREASURE ISLE
PUBLISHER	LOGYK SOFTWARE
CONTACT NUMBER	021 456 2795
PRICE	£3.99
GENRE	GRAPHIC/TEXT ADVENTURE

TREASURE ISLE

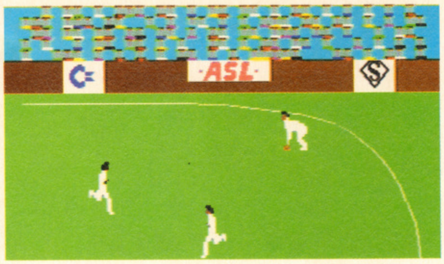
- Good game for novice adventurers who are new to the genre…
- … though all you old hands might find it a bit easy.
- Good all round text/graphic adventure.

POWER RATING

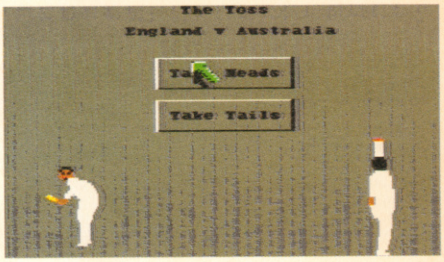
82%


0 Selected
Home Team
Gooch
Atherton
Hick
Maynard
Hussain
Smith R
Ramprakash
Stewart
Russell
Thorpe
Defreitas
Lewis
Salisbury
Tufnell
Such
Lawrence
Caddick
Watkin
Fraser
Malcolm
West Indies
India
New Zealand
Pakistan
Sri Lanka
South Africa
All Time Xi
England
Australia
Use Own Team
Best 11
Clear
Accept
Cancel

With the class all present, Mr Dimbleby called the register. Jenkins smirked with pride.



Meanwhile at the shopping mall, the *Temptations* performed some show tunes while Jerry dug holes.


The Toss
England v Australia
Take Heads
Take Tails

"Damn you," said Smithers. You've caught me in the shower with my favourite loofa.

GRAHAM GOOCH WORLD CLASS CRICKET

Does anyone know why Simon keeps ending up with these sporty type reviews? Surely the Olympic medallist (now thereby hangs a tale) Hutch should instantly qualify for this? Apparently not…

You know, I'd just love to sit here and tell you all that this is a cricket game, but apparently it's not. Instead, it's world class cricket, and Graham Gooch's at that (by the look of the box, he's a batsman, sporty ignorance fans).

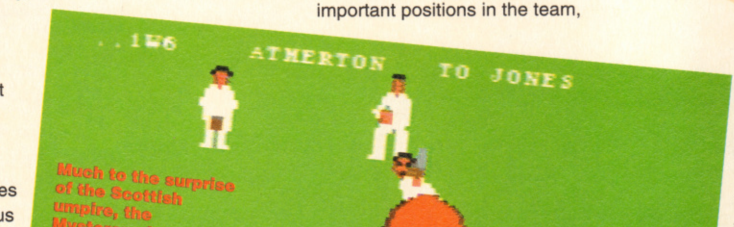
So the big question hanging on everyone's lips (if they read my footy management sim review a few months back) is "Is it another management sim?". Well, though as far as I know, there has never been a cricket management sim, you'd have thought someone somewhere would have churned out something for me to slag off – this game is based mainly on the running around and getting red trousers side of things. Thankfully, there isn't a managerial cucumber sandwich in sight anywhere.

So what we've got here is a cricket game, and when you start it up, this much is quite painfully apparent – there're no snazzy loading screens, no groovy tunes, and no special effects – just a series of menus. But what do these menus say? Well, they give you a series of options, such as the number of players (you can have two player games), the innings per match, and overs per innings, enabling you to freely set up the type and length of game you wish to play. So once we've decided all this stuff, it's a hey nonny no, and off we go, journeying through the ancient and terrifying land of the statistics screens…

DAMNED LIES

Okay, so they're not exactly stats screens, but is all this player selecting stuff really necessary? Only an idiot would pick anyone other than their top eleven players, and so a little button has been provided to do exactly that. Why the rest of the screen has been included, then, is a bit of a mystery (maybe the programmers probably didn't want to offend the crap people in the teams).

Then it's time to go through the various important positions in the team, deciding who's going to bowl, slip (you mean they plan accidents?), and keep the wicket. Once again, this is an utterly pointless idea – I'm not stupid, me (there're plenty of people who'd disagree with that, though) – it's just that I don't watch cricket, or follow it in any way. Now I'm not expecting a complete explanation in the rules – it's a cricket game written for cricket fans after all, but I wouldn't mind just a little bit of help now and again with exactly who is a good batsman, bowler, wicket keeper, etc. This is, sadly, missing, and so I'm doomed to picking crap players for all the wrong positions. Thanks. I think I can give a pretty good guess as to the way this match is going to go from here on in; I've probably got the umpire keeping wicket.


..1W6
ATHERTON TO JONES
11 FOR 1

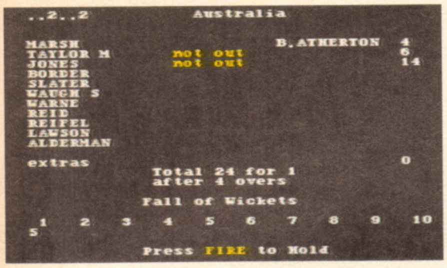
Much to the surprise of the Scottish umpire, the Mysterons invaded the pitch, but this time without their trademark holes.

YOU KNOW WHAT PRACTISE MAKES…

Forgive me – that was just a bit tacky, wasn't it. All this hideous cliche writing aside, though, after you've spent a few years trying to work out who would make the best bowler by the sound of their name, you get to do a little practise with a bat and a ball – practise that'll seriously come in handy once you start playing an actual match, as

TIP OFF

Learn how to play cricket – it seriously helps.



```
..2..2              Australia

MARSH                               B.ATHERTON  4
TAYLOR M       not out                          6
JONES          not out                          14
BORDER
SLATER
WAUGH S
WARNE
REID
REIFEL
LAWSON
ALDERMAN

extras                                          0
              Total 24 for 1
              after 4 overs

             Fall of Wickets

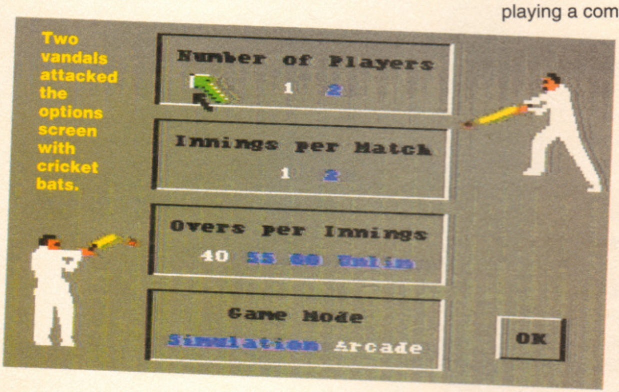
 1    2    3    4    5    6    7    8    9    10
5

             Press FIRE to Hold
```

The Monday night crowd at the bingo hall were surprised to discover a cricket scoreboard in the main hall.

things are a little difficult at first.

The practise mode itself has helpful features, such as a colour coded timing system, so you can work out when you should be hitting fire (or whatever) as opposed to when you're actually getting the guy to do anything, which is usually about half an hour after the game's finished.



Number of Players
1 2

Innings per Match
1 2

Overs per Innings
40 55 60 Unlim

Game Mode
Simulation Arcade

OK

Two vandals attacked the options screen with cricket bats.

This is a Very Good Thing – it's so rare that you'll find a sports sim that actually allows you to get a little practise before the main event, as opposed to being thrown head first into the game and losing miserably for the first 24 hours.

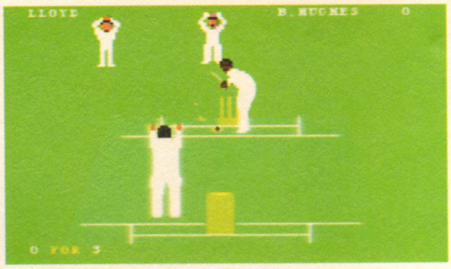
The batting (and, in fact, bowling) system is odd to say the least – it's not based on the standard 'move the batsman round, and select the type of stroke you want by pressing fire and a direction' system. When it comes down to it, you just have to push the joystick either up for defensive play, or down for aggressive tactics. What does this mean in terms of gameplay? Well, it stops you having to spend ages wrestling with a cack control system just trying to get your batsman a few centimetres to the left or whatever, letting you concentrate on your tactics instead (what tactics?).

So once you've spent several years practising, we can progress to the main game bit…

Oh look, there's Goochy now. Hi Graham. Dude.

JUST NOT CRICKET

This is where things get a little weird. You see, for a team of eleven (supposedly) players, why are there only four fielders? For that matter, why is it we can only see about a third of the cricket pitch (the bits to the left and right of the wicket) when playing? What happened to the rest (well, erm, all the other bits that make up the pitch)?



"Look, no hands," said Bernard as the cricket ball impacted on his cranium. Tarquin guffed with shock.

For that fault, this game is a little unrealistic, and it becomes really quite obvious that you're playing a computer version that can't be bothered to cover as much pitch as it could, and this is a bit of a downfall.

OVER AND OUT

And as the sun gets gradually lower in the sky, the player's thoughts turn to the cucumber sandwiches waiting in the pavilion, and the commentators start talking about the cake someone's provided them with, we have to take a look at whether the day's playing has been, well, any good really.

What we've got here, you see, is a cricket simulation game with a difference – it's not cricket. Why? Well firstly, I got the hang of it straight away and found it an enjoyable and entertaining game. Secondly, it lacks the kind of deep down playing concept that makes cricket lovers cricket lovers (and God alone knows why that is anyway).

When all the 'is it really a very good cricket sim?' questions are out of the way, though, there's still one question left…

IS IT ANY GOOD AS A GAME?

Now that's a toughie – it's a sports sim, and sports sims are notorious for being hated by anyone who's not heavily into the genre (a bit like flight sims). For this reason, unless you're a hardened cricket fanatic you really won't find much here to keep you interested for anything over about a quarter of an hour (and even then, the last five minutes will be a little bit dull).

If you're the kind of person who lives to hear the crack of willow hitting balls (don't you dare say a single word, Hutch), and the mere mention of cricket made you buy this magazine even though you've never used a computer in your life and never intend to, you might like to think about getting hold of a copy. If, like me, the mere thought of donning your sporty whites and running round aimlessly for several days doesn't light your candle, then avoid for all your worth, like you've never avoided before.

Have fun (or don't).

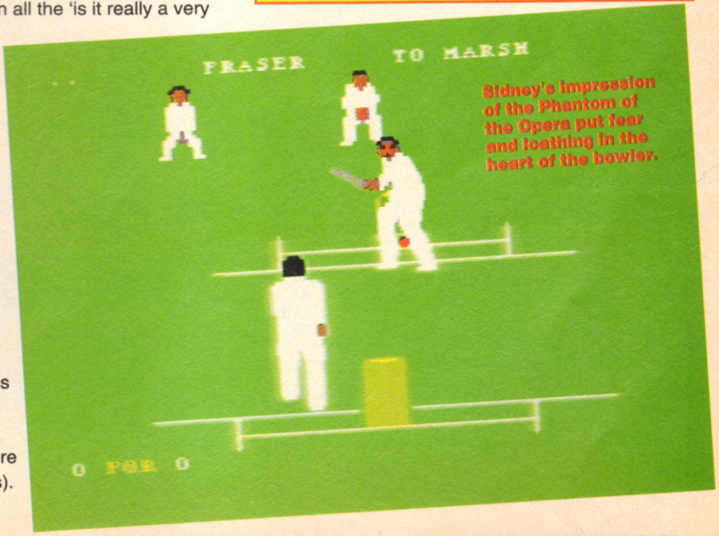
CF VITAL STATISTIX

GAME...........GRAHAM GOOD CRICKET
PUBLISHER.....................AUDIOGENIC
CONTACT NUMBER......081 424 2244
PRICE.......£10.99 TAPE £15.99 DISK
AVAILABLE........................OUT NOW
OTHER INFO...........EAT YOUR GREENS

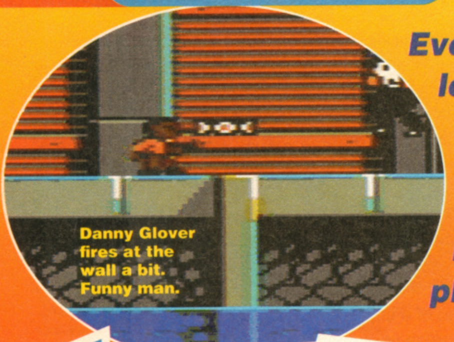
- If you're a cricket fan, you'll like it. If you're not, avoid it like a nuclear melt-down or one of my guffs.
- It's average.
- A reasonable cricket game, but not much more. In fact, there's quite a bit less.

POWER RATING

60%



Sidney's impression of the Phantom of the Opera put fear and loathing in the heart of the bowler.


Danny Glover fires at the wall a bit. Funny man.

Ever keen to lose his new man image, Simon grew some chest hair, snarled a bit and tried this platformer for size.

LETHAL WEAPON

Simon hands over his CF badge, and reviews this one as an independent citizen. That's right – it's time to run around and shoot people. Run around. Jump over things. Shoot people. Jump over things. Shoot people. Run around. At least it's in keeping with the film, then…

What we've got here, to be brutally honest, is a platform game. There are various levels relating to the different parts of the film, but each part of the film must have been set on a different set of platforms and involved lots of people running and jumping around whilst shooting people.

Anyway, you get to choose between playing Danny or Mel (I really can't remember what their character's names were), running around, jumping over things, mouthing off and shooting people…

So let's run around a bit, and see what happens. Reading the original review (Clur, the nice one, gave it 79%), I can't help feeling pipped to the post. Normally, you see, you could sit and play a game and come up with just as many new things to say about it; I couldn't this time. It's not like I didn't have a copy or anything, just that the first paragraph pretty well sums the whole thing up in one – there's nothing else really to say. I'll try, though.

As platformers go, this one has good and bad points. Firstly, the ability to choose characters does add a little more depth to the whole affair (damn – she did that one), but the collision detection really is an overture of bad (she covered that too, though). Shoot people (I can't go wrong really, can I?).

Waauugh! It's a multiload! What's worse, it's a multiload from hell… Ice ages pass… Plateaus of ice rise and fall back into the earth… Don't these dots convey passages of time well?.. When you say 'multiload', you see, you normally mean 'there'll be a short pause before you can carry on playing'. What the word means in this sense is 'come back in a week and we might have something for you'. Get the message yet? Sloooow.

Have you ever noticed how these licence games never give a very accurate picture of the film characters? This is apparently all to do with licensing laws – if you look at Back To The Future other formats only, sadly), you'll notice (or rather utterly fail to notice) M J Fox. Why? Well, he's not in it – his face is almost totally covered – why?

Look, at the end of the day, this is just a platform game, and not a very original one at that. As an example of the genre, it's quite impressive (even though it's let down completely by the abysmal sprite handling), but if you own another platform game, there isn't much to keep you playing this one.

A certain amount of care obviously went into the design of this game, but not enough went into the conversion by a long way. If there was just a little bit to keep anyone in the least bit interested the game would have been okay, but as it stands it's just a load of tedious tat. CF

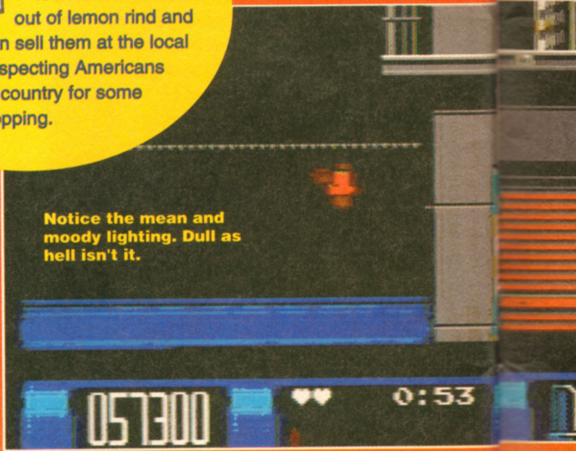
"WASTED OPPORTUNITY"

It does strike you that there were quite a few bits of the film that would have broken the non-stop platforming 'fun' up a little. One of these would have to be the toilet scene. For all those who haven't seen the film, this bit involves a bomb wired up to the underside of the toilet seat that Danny Glover's sitting on. In the film, Mel Gibson yanks him off and they dive into the bath for cover whilst the bomb explodes and the room gets redecorated. Why can't we try this kind of move?

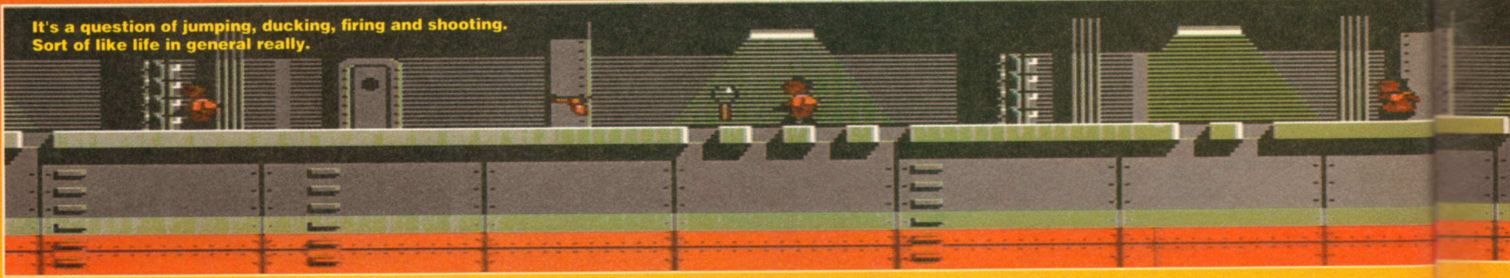
Joking apart, it really is about time major software houses realized that there's more to a film licence than people running and jumping around shooting each other – a little originality or even thought would have done wonders for this title, as it would have turned it from a boring samey platformer into a boring samey platformer with the occasional fun different bit.

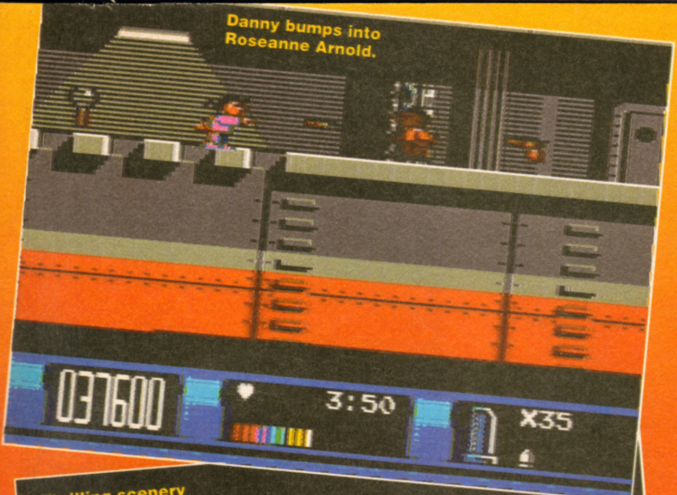
TIP OFF

Practice waiting around a lot. Failing that, learn to mould artichokes out of lemon rind and then sell them at the local craft fair to unsuspecting Americans who are in the country for some Xmas shopping.

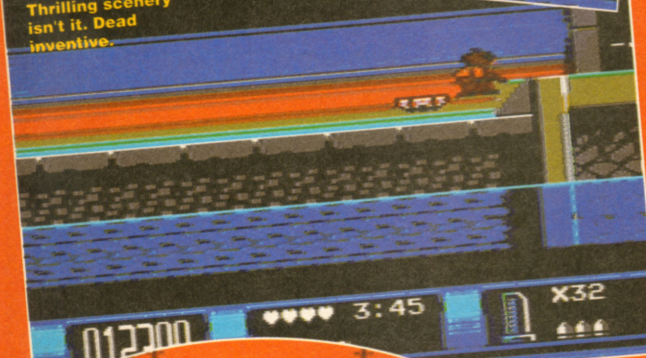


Notice the mean and moody lighting. Dull as hell isn't it.

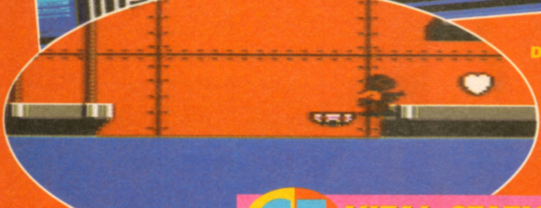

It's a question of jumping, ducking, firing and shooting. Sort of like life in general really.



Danny bumps into Roseanne Arnold.



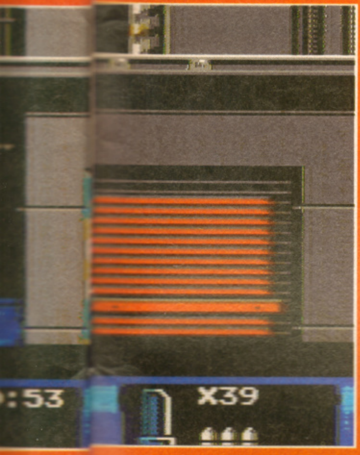
Thrilling scenery isn't it. Dead inventive.

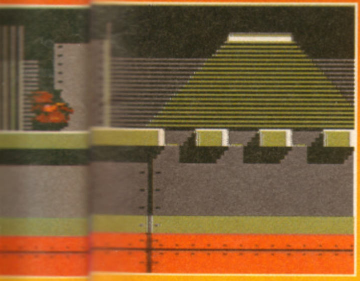


Do it Danny, zap the love heart out of existence.

CF VITAL STATISTIX

GAME	LETHAL WEAPON
PUBLISHER	KIXX
CONTACT NUMBER	021 625 3388
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY, MULTILOAD





LETHAL WEAPON

- Shoot things.
- Run around.
- Ferret.
- Winge.
- Gurgle.

POWER RATING

40%

CAPTAIN NEWSIE

We interrupt this magazine to bring you a public service announcement. Picture (if you will) this scene:

OFFICIAL: BRITAIN'S BEST-SELLING COMMODORE 64 MAGAZINE!
COMMODORE FORMAT
The very best C64 mag money can buy!
POWERPACK'D
MORE MORE MORE FOR YOUR C64!
BOOM!
PLUS

It's a drizzly, manky, rainy, horrible and thoroughly nasty bank holiday, some time in the depths of winter. There's nothing on the television but Bernie Winters specials, make-up adverts, horse racing, 1930s musicals and quiz shows.

Fed up to the back teeth with it all, you decide to get your bum down to the newsagents to buy the new issue of *Commodore Format*. But having trudged all the way there, through the empty Chinese takeaway wrappers and discarded copies of other C64 magazines you find to your horror that they've sold out. It's a nightmare scenario, but one for which there's a very easy solution.

Your friendly newsagent will keep a copy of *Commodore Format* (and any other quality mag for that matter) back, under the counter. Then you can drop in at any time of the month, knowing with all certainty that it'll be waiting there for you.

More and more people are buying their *Commodore Format*s this way (or through the even easier method of a subscription), because you can also get it delivered. Imagine it, Saturday morning rolls around and you don't even have to drag yourself away from Baywatch to go into town, it'll be there on the doormat waiting for you in pristine condition.

To get your copy of *Commodore Format* held back, simply fill in the coupon down there (↷)and hand it to your local newsagent. Hurrah! We thank you.

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am),
Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*41 (the February issue) is happening (goes on sale) real soon (on the 25th of January). Excellent (Thank you very much).

MY NAME ____________________

MY ADDRESS ____________________

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MY SHOE SIZE ____________________

NEXT MONTH

So the new year's here already. Where did 1993 go? One minute you're sat there in balmy July, supping on a cool Diet Pepsi and the next you're freezing your noodles off in freezing February. Not as if it was even much of a summer. Oh well, we're here to brighten up cold winter nights.

The new year line-up has come together nicely with the Apex boys and Jon Wells giving you all some excellent programming tips. But why stop there? In March we start our exclusive diary of a game, which spookily enough is by Jon Wells. He'll be explaining exactly how his new production is getting on so watch these pages.We're also going to be starting a new music series, explaining exactly how to go about making tuneful sounds from your C64.

What with the best tips section in the country, continued exclusive reviews, stonking compos and meaty features, you're in for a great year. We've only just begun to cover the miriad of wonderful C64 topics. Join us here, same time next month.

Hutch

PRIZONER OF SENDA

(Blztp...) what pag am i one nowe ? Ah loks a lod lik mi old frend the bak pag. ***(Roger, you've got to stop this, you've intruded on loads of pages. I don't care if you are stuck in a musty prison - Hutch)***... thads ah karing atitude hutch. think u... wen r u goin 2 ged my oud of thiz jaillllllllll (dam the l button) anyway... ***(There's a rescue party on the way. They should reach you by about... ooo... 1997)***... thaks a buddle hudch... ***(In the mean time you can stop hacking into our typesetting computer. You keep reflowing the pages)***... nod a chince. thisz ! & @ iz me inly link 2 tha utsid wurld... ... ill nev give id up. I WINT MI FRIDEM ***(Excuse me? You want what? What's fridem? Some sort of sausage?)***... noe , , nut Fridem, frudam... dam thjs cmputr... lszing (Fztap!) pwer (Slzzz!) agin. **(Thank zod he's gone)**

CF SHARES OFFER!

Forget that new Spielberg series, there are far more intersting things happeing on your C64. *CF*41 will be on sale on the 25th January 1994, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. No more *Alive and Kicking*. Hurrah!

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Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Formats*) man. *CF*41 (the February issue) is happening (goes on sale) real soon (on the 25th of January). Excellent (Thank you very much).

MY NAME ______________________________

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THE LAST WORD

Thanks Graham. Mate!

At the time of writing, England won't be in the world cup. So to everyone who's so persistently trashed my life yearly by submerging it in loads of boring, repetitive and really bloody irritating matches, presenters and edited highlights – Hahaha!

SIMON

COMMODORE FORMAT

CF40
January 1994

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Hutch would like to thank: Burger King for the onion rings, women for their anatomy and Nat West for the 'top-up' loan.
Ollie would like to thank: Big Boy Tomato for playing two brilliant gigs in Bath and Fulham and the bass payer for the sofa crash offer.
Lisa would like to thank: Hutch for always writing this bit and her mum for phoning in sick for her on the 30th of November.
Simon would like to thank: Colin for giving me two covertapes to compile at once. Tah very blimmin much matey.

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- **DELIVERY** Next Day - Anywhere in the UK mainland
- **2 YEAR WARRANTY** (including the dot matrix printer head)
- **WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
- **HELPLINE** Technical support during office hours
- **STARTER KIT** With Citizen dot matrix printers from Silica

FREE! STARTER KIT WORTH £57.58 INC VAT
PRINTER KIT
CITIZEN
AMIGA
Windows 3.1

FREE STARTER KIT INCLUDES:

- 3½" Disk with Amiga Print Manager
- 3½" Disk with Windows 3.1 Driver
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 50 Continuous Tractor Feed Address Labels
- 50 ContinuousTractor Feed Disk Labels

AMIGA PRINT MANAGER V2.01
For faster printing from your Amiga, with clearer images and more vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.
- Improved Image Smoothing
- Image Scaling
- Gamma/Colour Correction
- Colour Separation
- Reduces/Illiminates Banding

KIT VALUE £49 + VAT

24 PIN 270 CPS 80 COLUMN

2 YEAR WARRANTY
COLOUR VERSION AVAILABLE
CITIZEN Swift 200
FREE! STARTER KIT WORTH: £49+VAT SEE LEFT
FREE DELIVERY

- Citizen Swift 200/200C - 24 pin - 80 col
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer (40K max) + 7 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 200C
  Colour Printing Optional - Swift 200
- FREE Silica Printer Starter Kit

SWIFT 200 MONO

RRP	£259
STARTER KIT	£49
TOTAL VALUE:	£308
SAVING:	£149
SILICA PRICE:	£159

£159 +VAT=£186.83 - PRI 2490

SWIFT 200C COLOUR

RRP	£279
STARTER KIT	£49
TOTAL VALUE:	£328
SAVING:	£149
SILICA PRICE:	£179

£179 +VAT=£210.33 - PRI 2495

9 PIN 144 CPS 80 COLUMN

2 YEAR WARRANTY
CITIZEN 120D+
FREE! STARTER KIT WORTH: £49+VAT SEE LEFT
FREE DELIVERY

- Citizen 120D+ - 9 pin - 80 column
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref: PRI 2125 when placing your order with Silica.

CITIZEN 120D+

RRP	£199
SILICA STARTER KIT	£49
TOTAL VALUE:	£248
SAVING:	£133
SILICA PRICE:	£115

£115 +VAT=£135.13 - PRI 2120

PERIPHERALS & ACCESSORIES

EXCLUSIVE OFFER

CITIZEN SHEET FEEDER

For Swift 9, 90, 24, 24e, 200, 240, 224

Semi-Automatic Cut Sheet Feeder for smooth trouble free paper handling. Requires manual sheet injection using lever.

FREE DELIVERY

RRP ~~£40.00~~ EXC VAT

£19.95 +VAT= £23.44 - PRA 1228

		SILICA INC VAT
SHEET FEEDERS		
PRA 1200	120D+	£71.38
PRA 1222	124D/224/Swift 80 Col Printers	£88.13
SERIAL INTERFACES		
PRA 1189	120D+	£56.45
PRA 1209	Swift 9/9x/124D/224	£32.25
PRA 1709	Swift 24/24x/24e/200/240	£26.38
32K MEMORY EXPN		
PRA 1753	224/Swift 24/24x/24e	£14.45
PRINTER STAND		
PRA 1242	Swift 9, 90, 24, 24e, 200, 240, 224	£22.33
PRA 1274	Swift 9X/24X/200/240	£34.95
ORIGINAL RIBBONS		
RIB 3520	120D/Swift 9/90 Black	£2.91
RIB 3949	Swift 9x Black	£7.15
RIB 3924	124D/Swift 24/200/240 Black	£4.20
RIB 3936	224/Swift 9/90/24/200/240 Col	£15.63
RIB 3248	PN48 Single Strike	£3.61
RIB 3348	PN48 Multi Strike	£3.61
COLOUR KITS		
PRA 1236	224/Swift 9/90/24e/200/240	£35.25
PRA 1240	Swift 9x/24x	£45.25
NOTEBOOK ACCESSORIES		
PRA 1148	Notebook II Battery	£44.99
PRA 1155	PN48 Cable Extn	£29.37
PRA 1162	PN48 Car Adaptor	£18.74

24 PIN 300 CPS 80 COLUMN

2 YEAR WARRANTY
STAR BUY
CITIZEN Swift 240
FREE! STARTER KIT WORTH: £49+VAT SEE ABOVE
FREE DELIVERY
COLOUR VERSION AVAILABLE

- Citizen Swift 240/240C - 24 pin - 80 column
- 300cps SD (15cpi), 240 cps Draft, 80cps LQ
- 8K Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-40pts)
- Font Cartridge Slot - for plug in 'style' fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F, Auto Emulation Detection
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240c,
  Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

SWIFT 240 MONO

RRP	£339
STARTER KIT	£49
TOTAL VALUE:	£388
SAVING:	£189
SILICA PRICE:	£199

£199 +VAT=£233.83 - PRI 2560

SWIFT 240C COLOUR

RRP	£359
STARTER KIT	£49
TOTAL VALUE:	£408
SAVING:	£199
SILICA PRICE:	£209

£209 +VAT=£245.58 - PRI 2571

9 PIN 240 CPS 80 COLUMN

2 YEAR WARRANTY
COLOUR VERSION AVAILABLE
CITIZEN SWIFT 90
FREE! STARTER KIT WORTH: £49+VAT SEE ABOVE
FREE DELIVERY

- Citizen Swift 90 - 9 pin - 80 column
- 240cps SD (10cpi) 192cps Draft, 48cps NLQ
- 8K Printer Buffer
- 6 Fonts Built-in
- Parallel Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Auto Set Facility
- Ultra Quiet Mode - 45dB(A)
- Advanced Paper Handling
- Colour Printing Standard - Swift 90c
  Colour Printing Optional - Swift 90
- FREE Silica Printer Starter Kit

SWIFT 90 MONO

RRP	£199
STARTER KIT	£49
TOTAL VALUE:	£248
SAVING:	£119
SILICA PRICE:	£129

£129 +VAT=£151.58 - PRI 2290

SWIFT 90C COLOUR

RRP	£219
STARTER KIT	£49
TOTAL VALUE:	£268
SAVING:	£129
SILICA PRICE:	£139

£139 +VAT=£163.33 - PRI 2297

INKJET 180 CPS 80 COLUMN

- Citizen Projet II Inkjet - 80 col
- 180cps Draft (10cpi), 120cps NLQ (10cpi)
- 50 Nozzle Head - Whisper Quiet 46dB(A)
- 50K Printer Buffer
- 1 x IC Card Slot for RAM, Emulation and Font Upgrades
- 3 Fonts Built-in
- Optional HP Compatible Font Cards
- Parallel Interface
- Graphics Resolution: 300 x 300dpi
- HP Deskjet Plus (PCL3+) Emulation
- Low Running Costs - Replace Ink Cartridge Only
- Auto Sheet Feeder (70 Sheets)
- Includes Windows 3.1 Driver
- 2 Year Warranty

NEW!
FREE CABLE
2 YEAR WARRANTY
CITIZENPROjet II
FREE DELIVERY

RRP	£316.00
FREE CABLE	£8.47
TOTAL VALUE:	£324.47
SAVING:	£115.47
SILICA PRICE:	£209.00

£209 +VAT=£245.58 - PRI 2093

NEW! THERMAL 126CPS 80 COLUMN WITH COLOUR OPTION

- Citizen Portable Notebook Printer II
- Non-Impact Thermal Transfer Technology
- Very Small and Light - Only 1.02Kg
- 60 Element Print Head
- Fast LQ Output - 126CPS (12cpi)
- 18K Printer Buffer/5 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC and Citizen Emulations
- Drivers for MS Windows 3.1, MS Word and WordPerfect
- Autoset & Quarter Print Facilities
- Ultra Quiet -46dB(A)
- Prints on Standard Office Paper
- Built-in Auto Sheet Feeder - 5 Sheets
- Friction, Rear and Bottom Paper Feeds
- Optional Colour Printing 'Presentation' - Colour Highlights & 'Artist' - Full Colour Ribbons Available
- Options: Carry Case, 30 Sheet ASF, NiCad Battery, Car Battery Adaptor
- 2 Year Warranty

RRP	£349
TOTAL VALUE:	£349
SAVING:	£100
SILICA PRICE:	£249

£249 +VAT=£292.58 - PRI 2104

2 YEAR G'TEE
CITIZEN Notebook Printer II
FREE DELIVERY

021293-1130

THE SILICA SERVICE

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** A team of technical experts will be at your service.
- **PRICE MATCH:** We match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 15 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M COMPANY** *(with over 200 staff)*: We are solid, reliable and profitable.
- **CORPORATE & EDUCATION DIVISION:** Volume discounts are available. **Tel: 081-308 0888.**
- **SHOWROOMS:** We have demonstration and training facilities at all our stores.
- **THE FULL STOCK RANGE:** All of your requirements are available from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with special offers and full details of hardware, peripherals and software.
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE 081-309 1111

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MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Order Lines Open: Mon-Sat 9.00am-7.00pm (Sat 9.00am-5.30pm) No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
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To: Silica, CMFOR-0194-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 55X

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.